

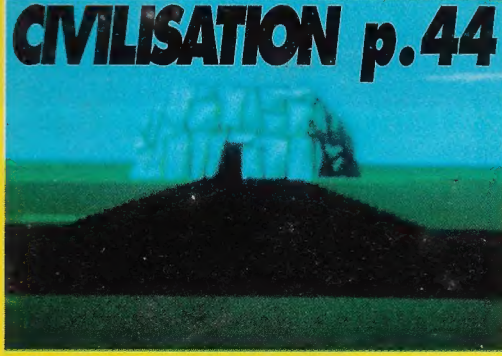
TOP
Every Thursday

GAMES-X

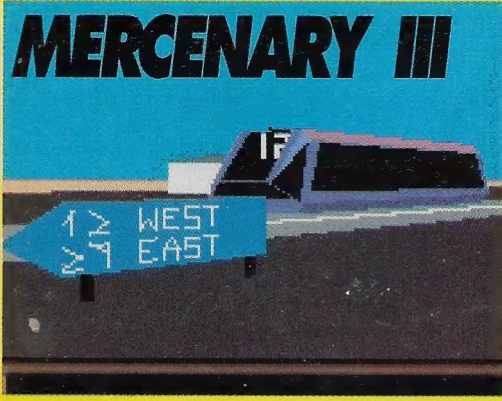
31st Oct -
6th Nov '91
Issue 28

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

EXCLUSIVE:
CIVILISATION p.44



MERCENARY III



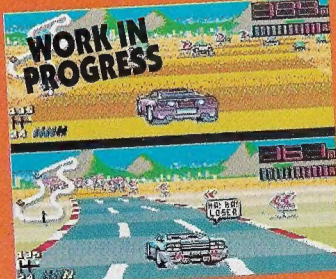
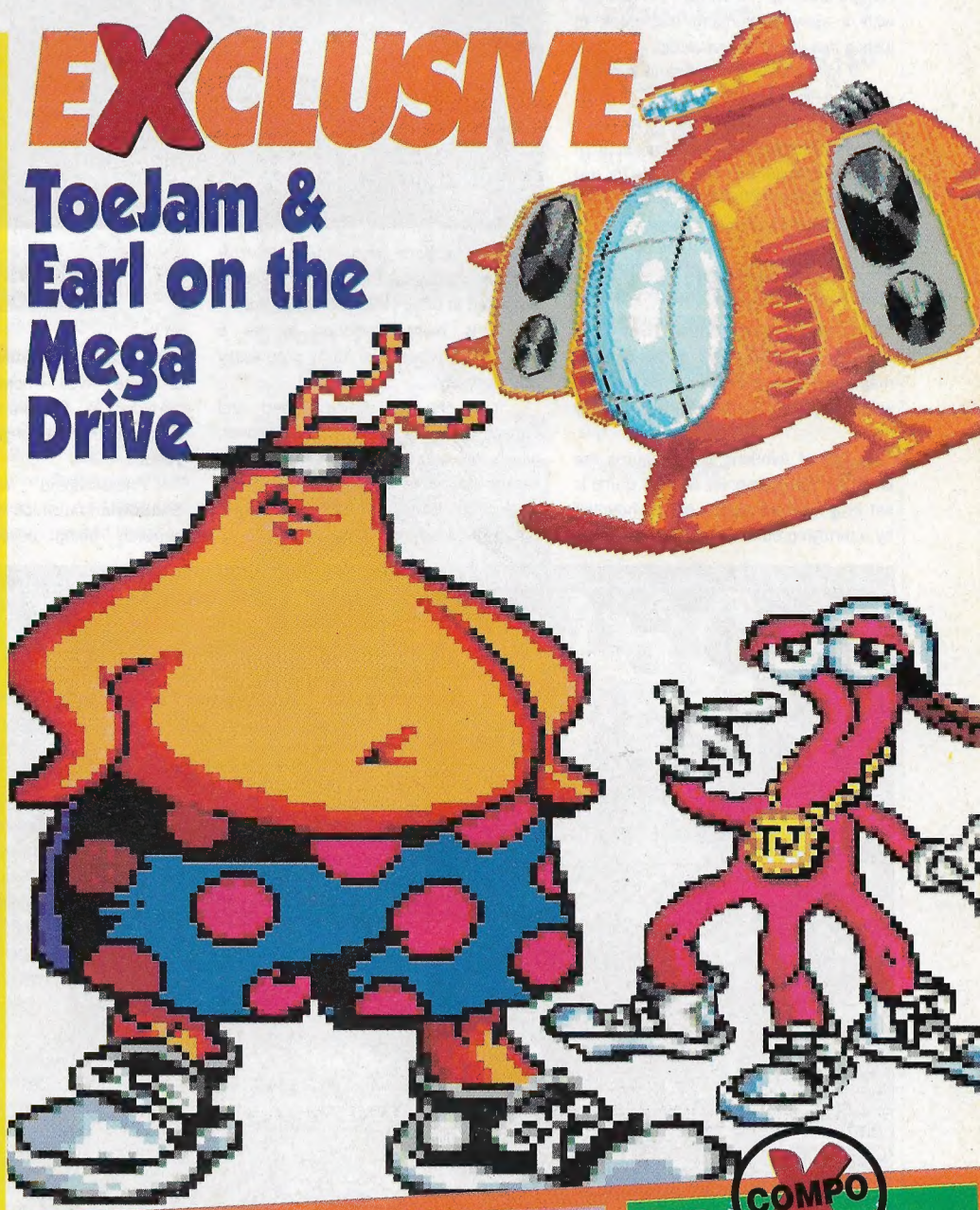
GAME OF THE WEEK
MEGA TWINS

PLUS

- ★ HIT THE ICE - PC ENGINE
- ★ DEVIL CRASH - MEGA DRIVE
- ★ ALIEN BREED
- ★ 7 COLORS
- ★ SMASH TV
- ★ BABY JO
- ★ FUZZBALL
- ★ HARD DRIVIN' - LYNX
- ★ MERCS - MEGA DRIVE
- ★ AND MANY MORE

EXCLUSIVE

ToeJam & Earl on the Mega Drive



TOP RACER ON THE FAMILCOM PAGE 35



THE SUPER MARIO CHALLENGE PAGE 24



BE A TV STAR PAGE 7



BURGER IT!

Games-X has just received news that Virgin is to publish a game from the States on Nintendo, based on **Ronald McDonald**, Hamburglar and the crew.

News of the game has been printed on some 3,000,000 'Happy Meal' boxes, so chances are you'll be able to read more about it if you frequent the aforementioned fast food establishment.

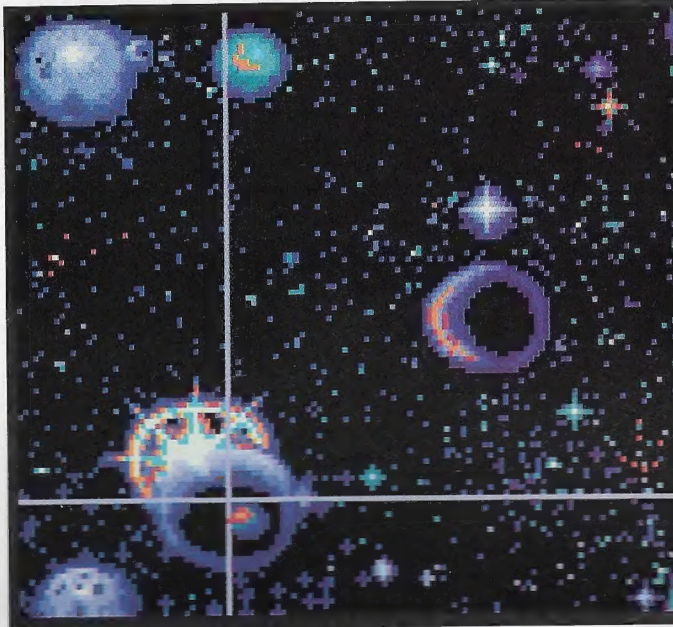
We understand this is a platform based romp and the scenario has Ronald chasing that varmint Hamburglar with a view to bringing the crook to justice in a vat of barbecue dip.

If McDonalds is the first in a series of tie-ins with high street establishments, what next - a game based on Ratners that costs less than an M & S prawn sandwich and lasts for five minutes? McDonalds is likely to hit the streets in the early part of next year.

GUEST

States based design house Trilobyte is working on a CD ROM game of such magnitude that, if produced on the PC, would fit on no less than 90 high density disks.

Guest (working title) features the latest rendered graphics and the game is set in a massive stately home, haunted by a terrifying bunch of spooks who spell



PSYBORG

Weird and wonderful arcade action is on offer in the shape of Loriciel's *Psyborg*. As Duncan Norton you are the only person alive who is capable of moving into inner space.

Once again the world is under attack from an unknown force and, as Duncan, you must project your mind into the far reaches of the Galaxy in order to save the world.

Psyborg features a number of different styles of gameplay. Can you survive the vortex and escape in time and will you be able to complete the 3D Tetris-style game? Only time will tell. *Psyborg* will be available on the Amiga and ST sometime during December.

doom for anyone who enters. Sinister puzzles dominate the game which is predicted to bring RPG into a new era.

It is being designed to be a movie-like experience both graphically and sonically.

It is the processing speed and capacity of the CD ROM however, which will make *Guest* one very good reason to move up to CD interactive technology. Watch out for further details of CD ROM before the new year.

PHOTOSCAPE TECHNOLOGY

What exactly is Photoscoping when it's at home? Well, Photoscoping is being heralded in the media as the most exciting advance in game graphics for years.

Photoscoping will feature in **Shadowlands**, which is the latest project currently being developed by Dean



Lester and Teque London. In this graphically opulent role-playing product,

EMPEROR

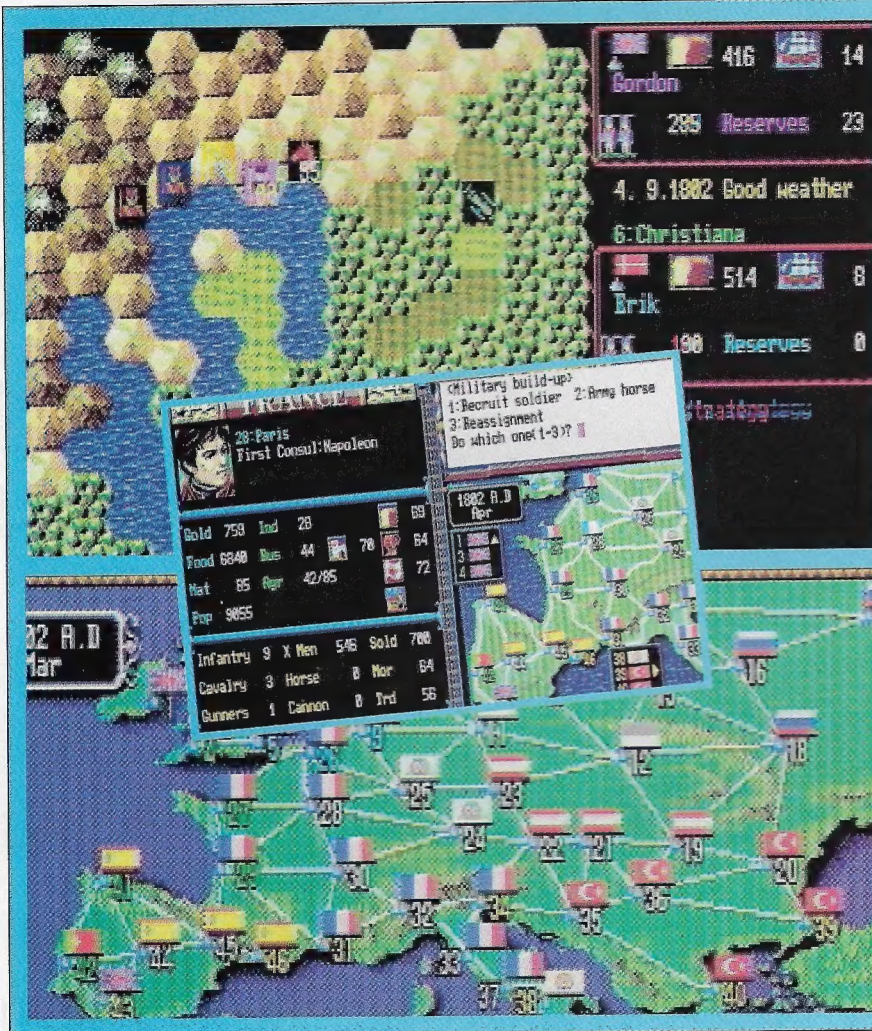
Emperor is the fourth in the successful KOEI war-game series, published by Infogrames. It embodies Corsica's famous son Emperor Napoleon Bonaparte, diminutive in stature but gigantic in reputation.

In *Emperor* you relive Napoleon's destiny from the early days when the little corporal rose through the ranks to excel in the battle of the seige at Toulon, right through to the battle of Waterloo.

This all-encompassing game puts you in charge of battle planning and strategy. You command the cavalry, artillery and infantry and take actual physical control over the canons.

You can just imagine ol' Boney getting off his horse and pushing the cannon men out of the way with the words, "non like zees, imbeciles!"

Not only does Emperor cover battle simulation, but there's also a political intrigue coupled with corruption, along with betrayal and private affairs. It will be released in mid-November on PC with Adlib soundcard support.



INSIDE INFO

Best of the Bunch

Channel 4 Challenge! 23

Score the greatest goal of the Kick Off 2 season and fame, glory and TV stardom could be yours.

Super Mario 24

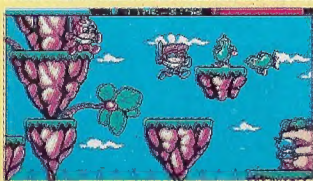
GX went down to the Children's Channel to watch the filming of the Super Mario Challenge.



Street Talk 40

This week from Banbury, with the Pacmania Challenge first round.

Game of the Week



Mega Twins 12

Will US Gold's latest release be as big a smash as its past creations? Can the twins save Alurea and find the mysterious Dragon Blue Eyes?

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Hints and tips on James Pond, Switchblade II, Atomino, plus guides on the sickening Rodlands and Fantasy World Dizzy.

Console Connexions 32

The biggest office fave since Mega lo Mania is ToeJam & Earl - find the funky duo here plus three more Mega Drive games and much more...

Dr X's Clinic 39

More tips from the miserable, but highly intelligent one.

Street Talk 40

Banbury's Pacmania challenge!

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Uncle X answers your letters with a joke and a smile, plus all your bargains in the classifieds.

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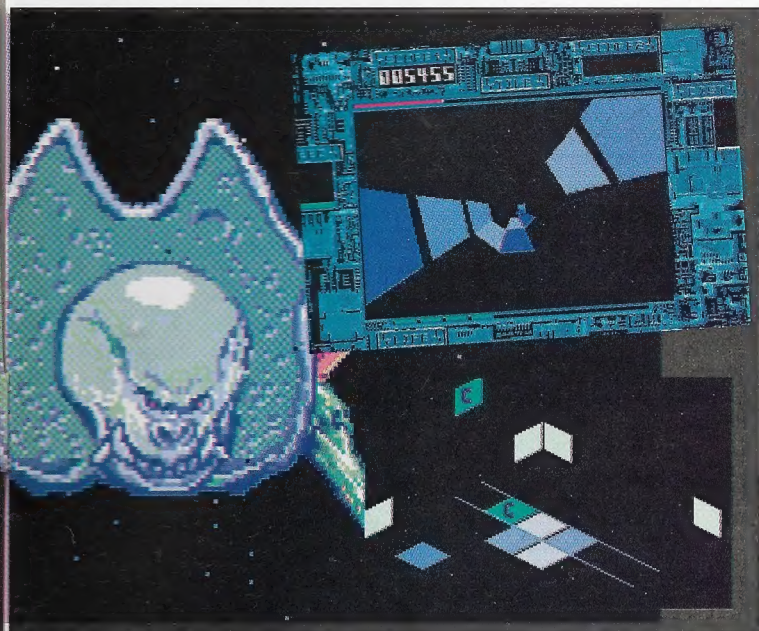
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RUGBY WINNERS

The winners of the Up and Down Under rugby competition (issue 24) were MJ Gray, Westbury and Robert Faller, Liverpool. They received tickets to see an Australian Rules match. Rugby shirts will sent to: Brock Lagan, West Midlands; Ben Taylor, Somerset; Calum Haswell, Inverness; Stuart Chalmers, Falkirk; and D Brown Tyne and Wear.

the Photoscape system creates dynamic and changeable lighting which illuminates the screen. Torches throw out light and shadows are cast, all in real-time, creating a visually unparalleled atmosphere.

Visually spectacular, **Shadowlands** combines traditional and unique RPG elements with varied gameplay, ranging from puzzle solving to combat.

It will be available on all 16-bit formats in February 1992, by Domark.

HOT LYNX NEWS

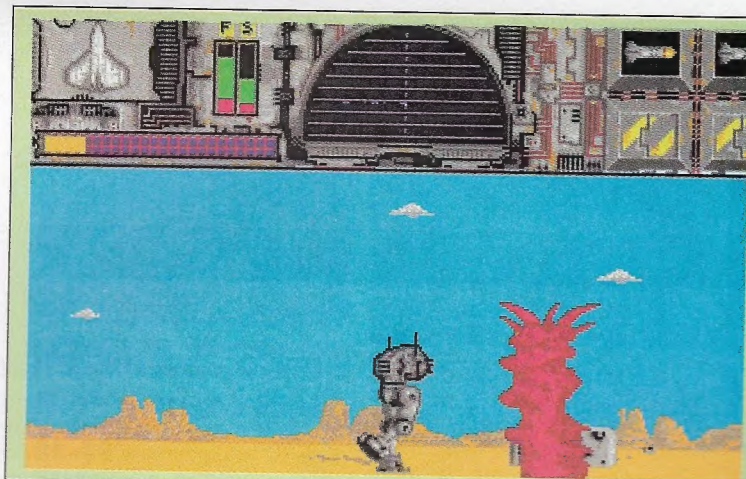
The word is that Atari's new hand held, the up rated **Lynx II**, is now giving its competitors a run for their money. In response to the sudden increase of interest in the Lynx, Atari is producing a veritable cornucopia of games for the natty palm pleaser.

In addition to some undisclosed coin-op and movie licences is the amazing news that **Eye of the Beholder** is to appear on the little screen in the form of a 4-meg cartridge with a RAM strapped on to save your position in the game.

Atari has also disclosed exclusively to **Games-X** that Rotheram based game house, Krisalis, has taken the machine to its heart.

It is producing its big soccer hit **Man Utd Europe** for the Lynx, with possible plans to develop more games for the machine in the future.





THUNDER BURNER

Thunder Burner has been given a deadly mission: to destroy the hidden enemy base. To find it he must follow certain energy spheres and come into contact with them in order to recharge his strength.

Thunder Burner is a transformable robot. In order to avoid obstacles in his way and destroy enemies he can use his ultra sophisticated capacities as a robot or suddenly take to the skies in the shape of a perfectly equipped plane!

Thunder Burner features 12 different levels and players will find themselves in all sorts of locations: forests, deserts and even the oceans.

Available at the end of October, Thunder Burner will be released on the ST, Amiga, PC and Amstrad CPC.

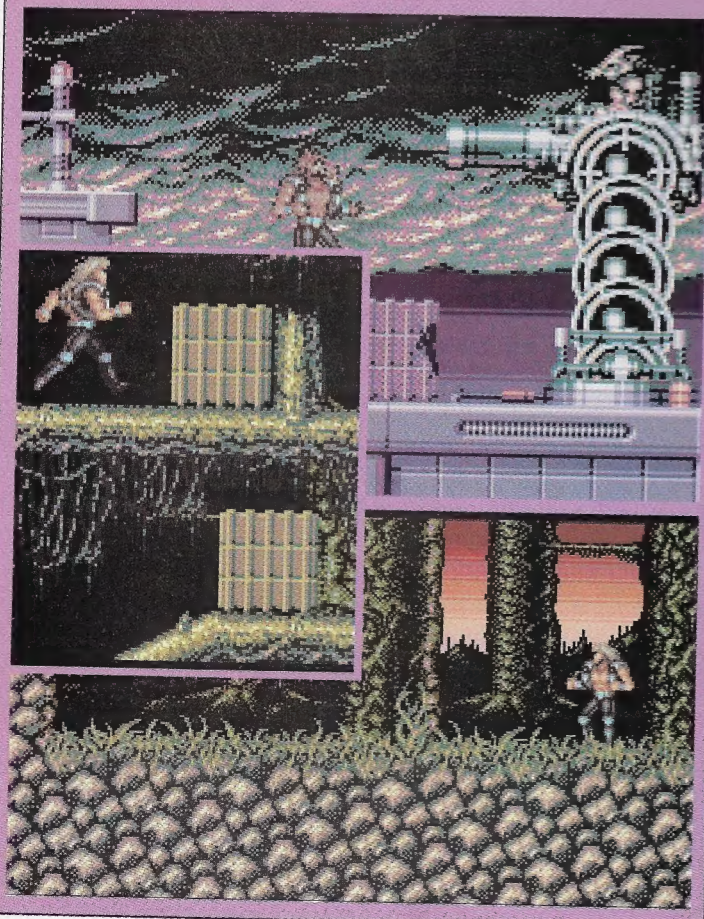
WOLFCHILD

Kee an eye out for our review of Heimdal next week. In the meantime we've got news on the next project from Core, an arcade adventure called *Wolf Child*.

Featuring five levels set over 300 screens the game has full 360 degree parallax scrolling and up to 64 colours on screen at any one time!

Kal Morrow is an eminent scientist responsible for research into human and animal physiology. However, he's recently been kidnapped by Chimera, an elite and evil organization hell-bent on creating a superbeing. Now the only person who knows anything about Morrow's work is his son, Saul.

Restarting the *Wolfchild* project, Saul soon gained the ability to transmute into a wolfman. Now with his new-found strengths and skills Saul is out to rescue his father and destroy the Chimera. *Wolfchild* will be available from Core around January, as you can see it's already looking pretty darn good.



FOOT PEDAL CONTROLLER

You don't drive a car with a joystick, so why drive a car simulation with one? At least that's what Spectravideo's reckoning anyway.

So, as you might expect the boys in R&D have come up with a three foot pedal control unit representing the brake, clutch and accelerator of a motor.

The pedals have been programmed to replace three of the five functions of a conventional joystick, which means that

all that you have got to do is steer. The price of the Foot Pedal Controller unit is £24.99 and there are versions for both Nintendo and Sega to follow sometime in the new year.



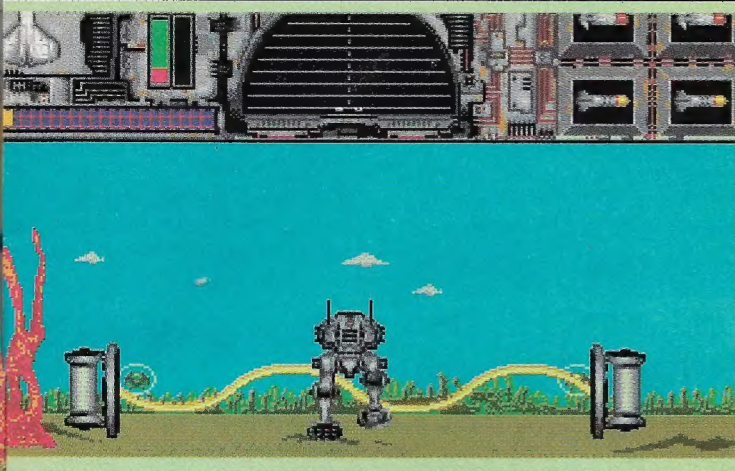
MEGA STAR

Wow, here's the *Mega Star*! It's a new joystick from Spectravideo and the company reckon it's the best thing yet! Fitted with seven heavy-duty microswitches - four for the direction controls and one for each firebutton - the *Mega Star* has been crafted to give the ultimate arcade-feel.

The *Mega Star* boasts a solid steel shaft, it has a polished base and the transparent exterior means the you are able to see the microswitches rippling like a weightlifter's muscles.

The *Mega Star* is available now and compatible with the Amiga, ST, Spectrum, C64 and Amstrad. The cost? £27.95. Both Sega and Nintendo versions will follow next year.





C64 TERMINATED

No, don't fret, Commodore isn't stopping the good old 64. Far from it, they're actually going into overdrive in time for Christmas. Arnie fans will be pleased to hear of the new **Terminator 2 - Commodore 64 pack**. Featuring the usual hardware, the pack will also include Domark's Modern Music Maker and Ocean's Terminator 2 on cartridge.

RALLYCROSS

Biker fans may want to watch out for Loriciel's **Rally Cross**. Due for release

in December the game has been programmed by the same team responsible for Panza Kick Boxing.

A wide range of races can be played: closed circuits, staged races, indoor races and long-distance endurance rallies. Featuring amazing animation, Rally Cross will be available on the ST and Amiga from Loriciel.

DUSTER DELAY

Mirrorsoft's **Duster** was first seen by Journalists nearly a year ago. The game from Vektor Graphix is based on the bizarre subject of crop-dusting! However, after one or two problems with Realtime

Software, the project's developer, the game has been put on hold.

The good news is that Rowan Software, the same team responsible for Flight of the Intruder, is to complete the project. Hopefully Duster will see the light of day at the end of the year.

ON THE UP

From next week the price of **Games-X** will rise by five pennies to 75 pence. Still a snip for such a fab mag.

Why not place an order with your local newsie so you don't miss an issue - perish the thought! There's a coupon in X-it for you to fill in to place an order.

FACE OFF PUT RIGHT



Games-X would like to apologise for the incorrect information given in the review of Face Off (issue 27). **Krisalis** is the software house releasing the game, and it was an in house development team who worked on it.

SILENT SERVICE



The submarine simulation. "SILENT SERVICE is the most powerful, convincing simulation game

I've seen for some time". Sinclair User.

SILENT SERVICE © Microprose

CARRIER COMMAND



The ultimate strategic shoot'em up features ultra fast 3D graphics. 97% CRASH.

CARRIER COMMAND © Rainbird Software. Rainbird and the Rainbird logo are trademarks of British Telecommunications Plc. Programmed by Realtime Games Software Ltd.

Become masters of the skies and seas.

GUNSHIP



Helicopter simulation. "Forget all the other so-called simulations, this is the real thing!" Computer Gamer.

GUNSHIP © Microprose

P47



In this excellent adaptation of the classic Jaleco arcade games, experience

hectic dogfighting over land, sea & air.

P47 Firebird/Microprose. Jaleco licensed from © 1988 Jaleco

F-15 STRIKE EAGLE



"I guarantee you missions that are 100% exhilarating". Tilt. At the controls of an ultra sophisticated fighter plane, face off against highly trained enemies.

F-15 Strike Eagle © Microprose

WINGS



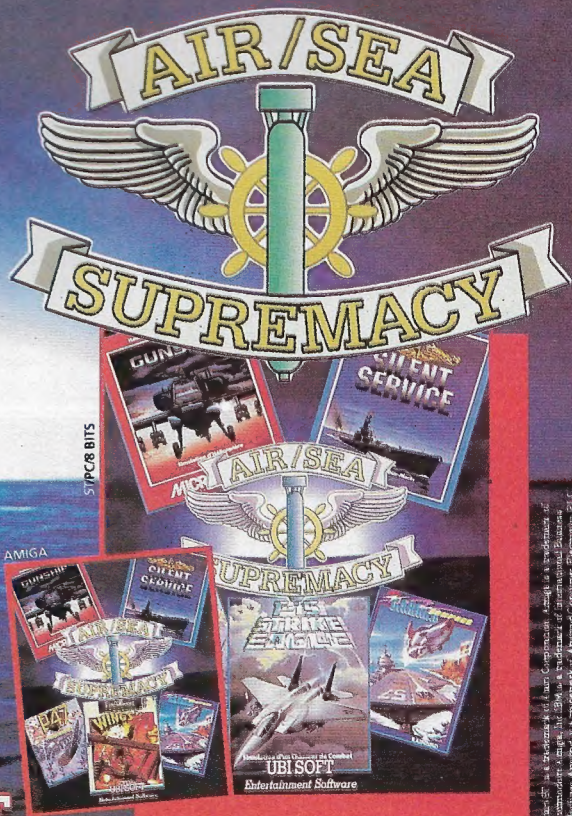
In the Amiga version, F-15 STRIKE EAGLE is replaced by WINGS.

WINGS © Cinemasoft/Microprose

ST/AG/PC
and compatibles/
CPC/C64/SPEC C.

UBI SOFT UK
SADDLERS HOUSE
100 Reading road
Yarley Camberley
Surrey GU17 7RX
TEL: 0252.860.299

UBI SOFT
ENTERTAINMENT SOFTWARE



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Screenshots on different formats may vary

First 25 callers to ring (0252) 860299 receive FREE demo disk of Battle Isle



EURO FOOTBALL CHAMP

Gazza may be laid up and unable to fulfill his Italian commitments but that doesn't mean you can't wow 'em on the continent.

Domark has 'scored a winner' with the license of Taito's coin-op of the same name and the release is cunningly pitched to coincide with the *European Football Championship* in Spring 1992. You select any one of a number of international teams and fight it out for the trophy through a process of elimination. The grandstand playing perspective makes a change from the usual overhead Kick Off view.

Control is via four key players, numbers eight, nine, 10 and 11 while the other players are computer controlled and react if the ball is within their range.

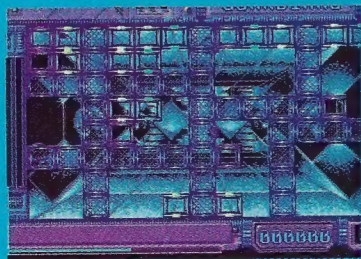
The most notable aspect of the game is the ability to foul. Euro Football champ will be released in Spring 1992 on all popular computer formats.



GUARDIANS

Now here's a game that will blow your mind. In a 3D room there are a set of triffids trying to escape. Your task is to save the triffids from balls that are bouncing around the screen. To do this you must build a wall from bricks found at the bottom of the screen.

In addition you can call upon the help of the Guardians who will intervene. Guardians will be released on ST and Amiga at the end of the month by Loricel. See the GX review next week.



PARAPLANE

There have been all kinds of flight sims, but *Paraplane* is the only hang-glider sim. The game features four different modes of play; ranging from practice mode for beginners through to the championship mode for real heroes.



Contestants will also be able to choose from four different kinds of



landscapes. How's about flying over the Alps, the Himalayas, the Grand Canyon or the Andes?

Of course, there are all sorts of obstacles to hinder you. Keep your eyes peeled for violent air currents, clouds, planes, birds and the like.

Paraplane is due for release from Loricel around Christmas time and will be available for the ST, Amiga, PC, and Amstrad CPC.

BITMAP ROADSHOW

Games-X can reveal that those game design supremos, the **Bitmap Brothers** are planning a UK road show. The team will be paying visits to computer game shops up and down the country, signing game boxes and promoting the excellent Magic Pockets.

They will also be holding a number of competitions to find out who the best Xenon II and the greatest Speedball II players are as well as discovering who is the top as far as Gods and Magic Pockets are concerned.

So if you think you know the Bitmap Bros games, watch out for the dates and venues in a future issue of GX.

ON THE SHELF!

Here is a list which has been compiled by GX, with the help of Centresoft and Leisuresoft, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
4D Boxing	Mindscape	Amiga, ST	£25.99	2/11/91
		PC	£25.99	2/11/91
Action Fighter	Kixx	Amiga, ST, PC	£7.99	5/11/91
		Amstrad, Speccy	£3.99	5/11/91
		C64	£3.99	5/11/91
Air/Sea Supremacy Compilation	UBI Soft	Amiga, ST	£30.99	8/11/91
		PC	£34.99	8/11/91
Alien Storm	US Gold	Amiga, ST	£25.99	5/11/91
Beast Busters	Activision	Amiga, ST	£25.99	5/11/91
Blue Max	Mindscape	ST	£30.99	8/11/91
Bonanza Bros	Sega	Mega Drive	£34.99	2/11/91
Bubble Bobble	Sega	Mega Drive	£29.99	2/11/91
Captain Planet	Mindscape	Amiga, ST	£25.99	1/11/91
		C64, Speccy cass	£10.99	1/11/91
Chess Master 3000	Mindscape	PC Dual	£35.99	7/11/91
Cruise for a Corpse	US Gold	ST	£27.99	8/11/91
Face Off	Krisalis	Amiga, ST	£25.99	5/11/91
Fun School 4 (7-11) (5-7) (under 5s)	Europress	PC Dual	£25.99	7/11/91
Gauntlet 3	US Gold	Amiga, ST	£25.99	5/11/91
Kaiser	Linel	Amiga, ST	£27.99	8/11/91
		PC	£35.99	8/11/91
Lotus 2	Gremlin			
Mega lo Mania	Imageworks	Amiga	£30.99	30/10/91
		ST	£25.99	30/10/91
Ninja Spirit	Kixx	Amiga, ST	£7.99	5/11/91
		Amstrad, Speccy	£3.99	5/11/91
		C64	£3.99	5/11/91
Outrun Europa	Sega	Game Gear	£24.99	5/11/91
Rugby World Cup	Domark	Amiga, ST	£25.99	5/11/91
		C64 cass	£10.99	5/11/91
		C64 disk	£14.99	5/11/91
Shadow Sorcerer	US Gold	Amiga, ST	£27.99	1/11/91
Super Space Invaders	Domark	Amiga, ST	£25.99	5/11/91
The Gold Rush Collection	Soundware	Amiga	£25.99	8/11/91
The Simpsons	Ocean	Amiga, ST	£25.99	30/10/91
		8-bit, Amstrad Speccy, C64	£25.99	30/10/91
TV Sports Boxing	Cinemaware	PC	£35.99	5/11/91
Ultima VI	Mindscape	ST	£30.99	8/11/91

GALLUP CHARTS

It's hot, it's happening... it's the weekly all formats chart from Gallup, exclusive to Games-X.

1	◆	TERMINATOR 2 House: OCEAN Team: DEMENTIA
2	◆	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS
3	▲	UTOPIA House: GREMLIN Team: GRAHAME ING
4	▲	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
5	▼	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
6	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
7	◆	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
8	★	RUGBY THE WORLD CUP House: DOMARK Team: WALKING CIRCLES
9	▼	SILENT SERVICE 2 House: MICROPROSE Team: MPS LABS
10	▼	MAGIC POCKETS House: RENEGADE Team: BITMAP BROTHERS
11	▼	HEROQUEST House: GREMLIN Team: 221B
12	▲	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
13	▲	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
14	▲	LAST NINJA 3 House: SYSTEM 3 Team: DAVE COLLINS
15	▲	THUNDERHAWK House: CORE DESIGN Team: MARK AVORY
16	★	FOOTBALL DIRECTOR 2 House: D&H GAMES Team: IN HOUSE
17	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
18	▲	F16 COMBAT PILOT House: DIGITAL INTERGRATION Team: IN HOUSE
19	▼	FLIGHT OF THE INTRUDER House: MIRRORSOFT Team: SPECTRUM HOLOBYTE
20	▼	CRUISE FOR A CORPSE House: US GOLD Team: DELPHINE

1	▲	UTOPIA House: GREMLIN Team: GRAHAME ING
2	★	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS
3	▼	SILENT SERVICE 2 House: MICROPROSE Team: MPS LABS
4	▼	TERMINATOR 2 House: OCEAN Team: DEMENTIA
5	★	RUGBY THE WORLD CUP House: DOMARK Team: WALKING CIRCLES
6	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
7	▲	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
8	▼	MAGIC POCKETS House: RENEGADE Team: BITMAP BROTHERS
9	◆	LAST NINJA 3 House: SYSTEM 3 Team: DAVE COLLINS
10	▼	CRUISE FOR A CORPSE House: US GOLD Team: DELPHINE

1	▲	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS
2	▲	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
3	▼	TERMINATOR 2 House: OCEAN Team: DEMENTIA
4	▲	THUNDERHAWK House: CORE DESIGN Team: MARK AVORY
5	▲	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
6	▼	MAGIC POCKETS House: RENEGADE Team: BITMAP BROTHERS
7	▲	RAILROAD TYCOON House: MICROPROSE Team: MPS LABS
8	★	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
9	★	UTOPIA House: GREMLIN Team: GRAHAME ING
10	★	BACK TO THE FUTURE 2 House: MIRRORSOFT Team: IMAGES

1	▲	TURRICAN House: KIXX Team: FACTOR 5
2	▲	ALTERED BEAST House: HIT SQUAD Team: ACTIVISION
3	▼	NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE
4	▼	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
5	▲	POWER DRIFT House: HIT SQUAD Team: ZZIKU
6	▼	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
7	▲	MOONWALKER House: KIXX Team: IN HOUSE
8	▼	TURBO OUTRUN House: KIXX Team: ICE SOFTWARE
9	◆	SHINOBI House: MASTERTRONIC Team: CREATIVE MATERIALS
10	▲	INDIANA JONES - LAST CRUSADE House: KIXX Team: TIERTEX

1	◆	GUNSHIP 2000 House: MICROPROSE Team: MPS LABS
2	★	GAUNTLET 3 House: US GOLD Team: IMAGES
3	▲	SECRET WEAPONS OF THE LUFTWAFFE House: LUCASFILM Team: IN HOUSE
4	★	DAILY DOUBLE House: CDS Team: IN HOUSE
5	★	GATEWAY TO THE SAVAGE FRONTIER House: US GOLD Team: SSI
6	▼	F-117A STEALTH FIGHTER 2.0 House: MICROPROSE Team: MPS LABS
7	◆	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
8	▼	WING COMMANDER 2 House: MINDSCAPE Team: ORIGIN
9	★	KICK OFF 2 House: ANCO Team: DINO DINI
10	★	BUDOKAN House: ELECTRONIC ARTS Team: IN HOUSE

★ New Entry ▲ Climber ◆ Non mover
▼ Faller ★ Re-entry

All Games-X charts are compiled by Gallup Ltd, and are copyright of European Leisure Software Publishers Association.

CAPED CAPERS

I got Batman The Movie for my birthday and can get to level three. Can you please help me to get past it by telling me the order of the perfumes? Can you also tell me how to get past level seven on Dungeon Master, plus a list of the spells?

William Collier, Bury.

Dr X: Hi Willy, bad news I'm afraid. Dungeon Master I can help you with, but you'll have to beat your Batman problem yourself. The perfume combination is different every time you play so it is just a process of elimination.



The third level is easy, it's a simple process of elimination. Keep mixing and matching to find the right combination, but keep an eye on the timer

Back to DM, level seven is where the fire staff is held and you can only enter the level when you have collected all the RA keys, most of which are found in deeper catacombs. Therefore carry on straight down the steps near the entrance. Now for the list of spells. Oh, don't forget to put a power symbol before all the listings.

- FUL Magic torch
- ZO Magically open/close doors
- YA IR Magic shield
- DES EW Anti-elemental blast
- OH VEN Poison cloud
- YA BRO Anti-magic shield
- YA BRO ROS Magical footprints
- OH KATH RA Lightning bolt
- FUL IR Fireball
- FUL BRO NETA Fire shield
- OH EW RA Magical vision
- OH EW SAR Invisibility
- OH IR RA Long lasting light
- DES IR SAR Long lasting dark
- ZO KATH RA Create magic plasma

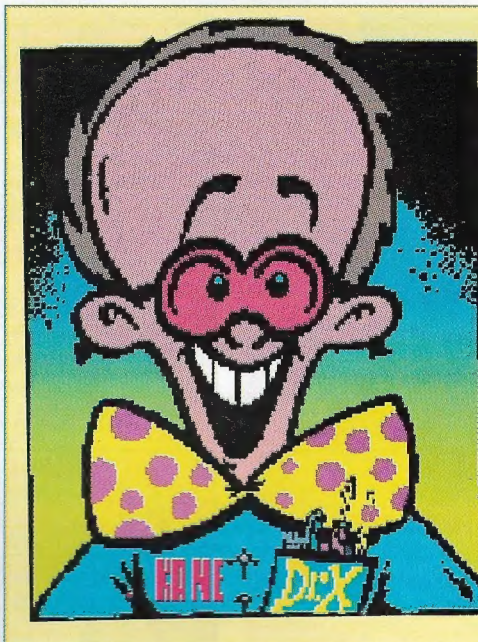
NO MERC-Y!

Doc, I'm a Merc with a serious problem. I should be tough, cool and able to kick some butt, but instead it is me who keeps getting kicked senseless.

The first level is easy, but when attacked by the Harrier at the end of the level I can't seem to even scratch the paintwork. Please tell me how to defeat the guardian because I'm rapidly running out of ammo.
Rambo, Vietnam.

Dr X: You stupid boy, I was going to send you a T-shirt but you didn't write your actual address - Vietnam's a big place! Mind you, wearing the GX shirt would cover your muscle bound body and we don't want that now do we? The first guardian on Mercs is simple to beat, here's how you do it.

Obviously the best tactic is to use the smart bombs, thus rapidly depleting the jet's damage. Then finish it off with your normal gun. Keep moving and the jet will move



DrX

The nights are drawing in and it's time to snuggle in front of the fire and play with your hand held. Well, that's what I intend to do during the cold winter months anyway, but I'll be writing my Christmas list too, which will take up most of my time! I will, however, still be answering your questions and possibly giving away pressies too, so please write to: Santa X, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.



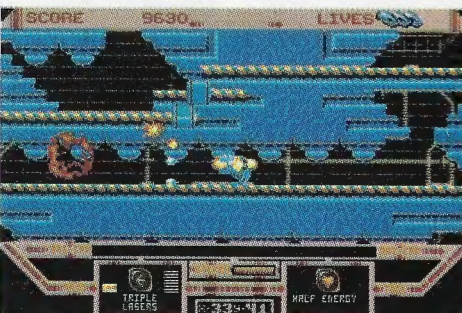
Oh dear, Rambo he isn't. If you're having problems with the jet don't ponce around, use your smart bombs and nuke it!

along to the side, stop, then fire. You can shoot safely when the Harrier has just finished firing and you can also shoot diagonally which is always a good tactic.

FATAL MISTAKE

I've just rushed out and bought Fatal Rewind and I think it's a brilliant game. Mind you, it's really hard and I can't complete the first pit. What do you have to do with the funny shapes? Do you need them to complete the stage? Please help, oh Great One because I'm at the end of my tether.
Jonathon Ridley, Bristol.

Dr X: I'm at the end of my tether too because people like you don't use the tiny brain you've been blessed with. Instead of writing to a superior being like myself why didn't you read the manual first? Clearly stated within the pages is the solution to your problem but in



The Killing Game... sorry, Fatal Rewind is an excellent game, but you'll find you will get more enjoyment if you read the manual and actually know what's going on

case you're having difficulty understanding plain English I'll put it simply for you. Yes, you need the shapey things to put in the other shapey things so the door things will open. Easy, lurdo.

MADDENING MADDEN

Hello there, I don't want a tip for a specific problem, I would just like any helpful hints for the stunning American Football game, John Madden.

Andy Clarke, Reading.

Dr X: What a short letter, but to the point I suppose. There's only one tip I can give you regarding John Maddens and that's to learn the audibles which are set



Use the audibles in John Madden's American Football because they make playing far easier. Mind you, if you don't know what they do, find out first!

moves which play on their own. These are extremely useful if you're on your third down and you have a few yards to go, but you must remember to find out what each one does.

YOU'RE IN DEEP

I am stuck in Codename: Iceman on the submarine scene. You have to find the ship, Coontz, and follow it but one of two things always goes wrong. The first is that when I surface I crash into it, the second is that I'm too far away from the ship and I lose contact. Please could you tell me what to do.
Paul, Hants.

Dr X: Got no second name Paul? Don't be embarrassed, I won't take the mickey out of it, I wouldn't lower myself to such a level of humour. The first thing you have to do is signal the Coontz. Make sure your active sonar is off and when under the ship signal your presence with one ping.

The ship will then transmit a series of sonar pings. Turn on your active sonar, wait for one ping then switch it off. If you're having problems following the Coontz imagine that your screen is a compass (ie the top being 0 degrees North). Simply follow the blinking cross right into Tunisia.



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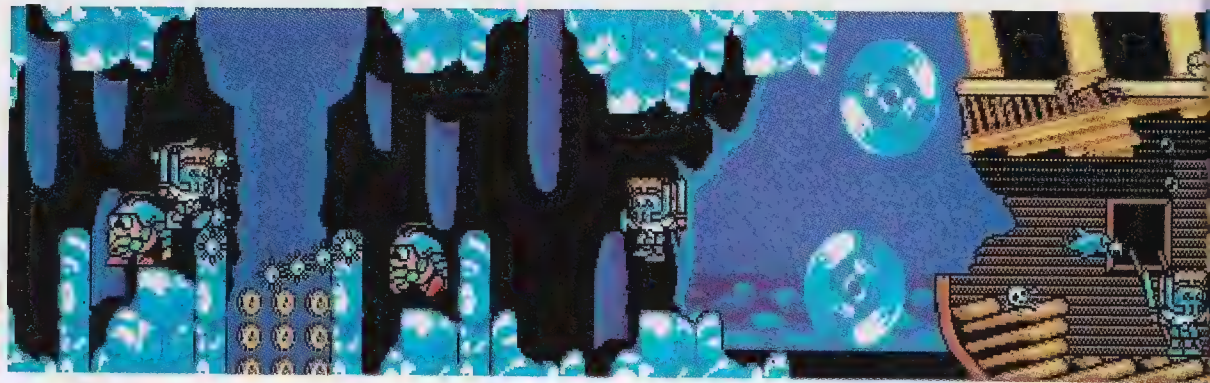
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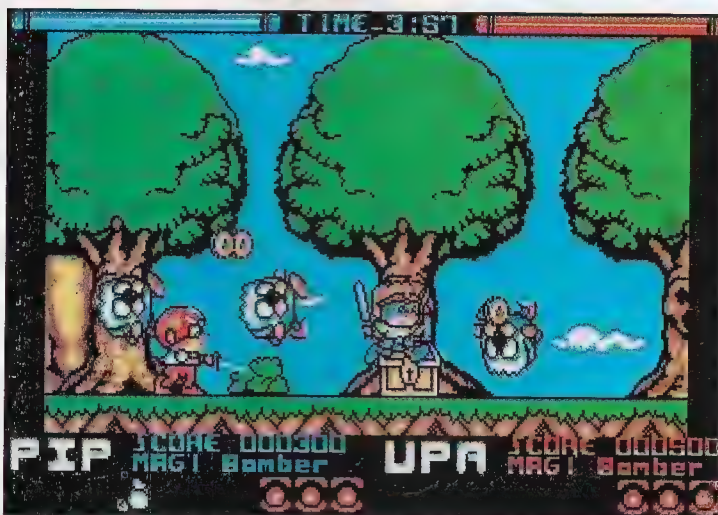
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Here's our youngest hero, ready and willing to bash his way to victory. No one will dare to mess with the chap in the red skullcap...

MEGA T



On the land levels, you have to do battle with all manner of fluffy creatures who, despite all attempts, just can't keep their balance



Leaping for glory against some particularly little pea pods. Vicious little critters these, but one swipe will soon see them off



These aren't your everyday twins. These are super-duper Mega Twins, brothers with attitude. So sit back for yet another scrolling hack'em-to-death platform game. Revenge is on your mind and, by jimminy, you're going to have it.

You'll have heard it all before. A land stuck in the quagmire of peace, everything is hunky-dory, and then the big nasty strikes. It's always the big nasty. Everything is ruined, the kingdom is pillaged and the royal family is wiped out.

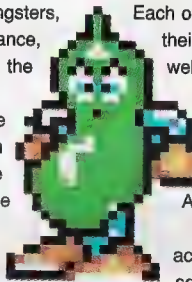
As per usual there are survivors, in this case two; the twin sons of the king. 15 years later these youngsters, brought up on a diet of vengeance, set out to rid their land of the scourge hanging over it.

Mega Twins can only be described as a cuddly platform beat'em-up. Based on the splendid coin-op of the same name, basically you'll have to jump aimlessly around, collecting items, beating the living daylights out of the baddies, and smiling when playing it.

Initially, you are asked which area of the Mega Twins world you wish to travel through, whether it be land, air or sea. These early levels can be tackled in

any order and, as you can imagine, each of these present their own problems of movement. You have to collect a snorkel to travel underwater and a winged helmet to succeed in the air. On land you simply need your wits and great skill to avoid nasty landings.

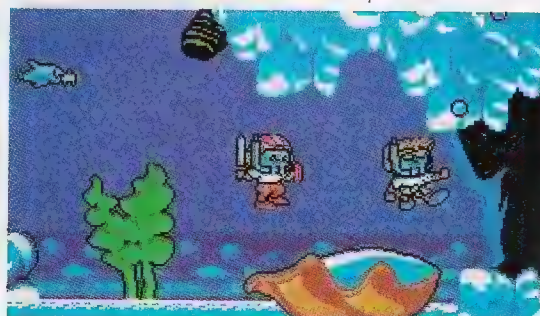
OL' BLUE EYES



Each of the initial three levels contain their own selection of enemies as well as some people, gods or things to help you in your quest to find the fabled Dragon Blue Eyes and restore the kingdom of Alurea to its former glory.

It's worth noting down what is actually said, although it may seem obvious later, simply because it builds up the sense of a massive game.

The atmosphere increases significantly when the choice of level is no longer yours to make, and you are thrust into the troublesome fourth and



Beneath the great blue depths you'll be gasping for air the moment you paddle past

FACT FILE

Software House: US Gold
Development Team: Twilight

C Overall, *Mega Twins* is one heck of an enjoyable game. **Amiga** It's pure platform fun with a cutesy set of characters and a nice unraveling story-line as you progress.

It's rare to find a game which incorporates a two-player option and decent gameplay. *Mega Twins* succeeds well on both fronts, either challenging as the eldest twin on a lone quest, or hacking through the game with a friend.

The soundtrack is your expected upbeat jingle jangles which, together with the variety of sound effects, ensures you won't feel the need to frequently turn off the speakers.

Graphically it is rather impressive. Smooth scrolling and sprite movement against a dazzlingly bright backdrop it looks extremely good. Even the twins determined expressions are depicted well in a cartoonish style. One minor quibble is that on certain levels you are restricted to what's on screen.

Nevertheless, *Mega Twins* does impart a rather special atmosphere allowing you to get more and more engrossed in the game as you progress.

It is tough initially, but it is well worth persevering with. If you hate platform games, don't bother but if you've had the slightest inkling of admiration, you'll love it.

PRICE TBA OUT NOVEMBER

ATARI ST The ST version has the same glitzy, cutesy graphics and story-line as the Amiga version. However, the quality of scrolling is a stage behind that of the Amiga. Obviously in the sonics department you can expect a significant difference in music quality.

PRICE TBA OUT NOVEMBER

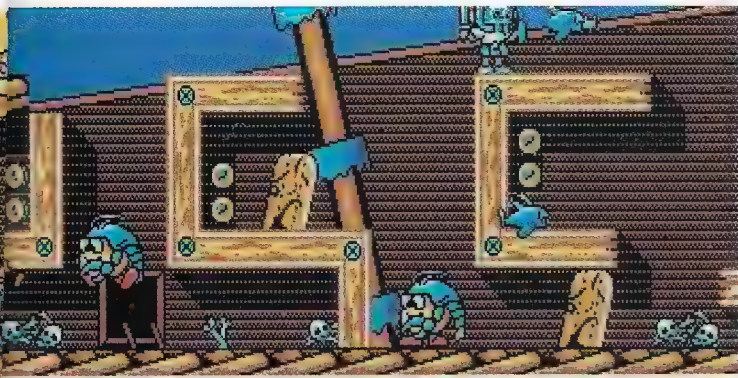
C64 **AMSTRAD** **ZX Spectrum**
C64 Amstrad Spectrum

On C64 expect chunky sprites with a decent soundtrack. Scrollingwise, it stands favourably to other 64 games. The Amstrad version has bright, colourful graphics with acceptable scrolling quality, not perfect but a good conversion. Expect simple coloured twins and enemies - worth a gander.

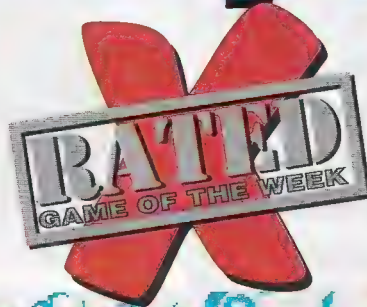
£25.99 OUT NOVEMBER

X-RATING: XXXXX!

Gameplay: 17/20
Lastability: 16/20
Presentation: 17/20



MINS



fifth levels. Here you can feel a tangible sense of success, right up to the moment when you run out of lives.

The enemies are a real bizarre bunch and it really does take some time to understand their weak spots.

Some can be sliced neatly in two while others require quite a bit of constant sword action. This can be particularly frustrating when you're losing valuable energy at the same time.

If you survive the bigger nasties' onslaughts, you will then have to face one of the particularly horrible end-of-level guardians.

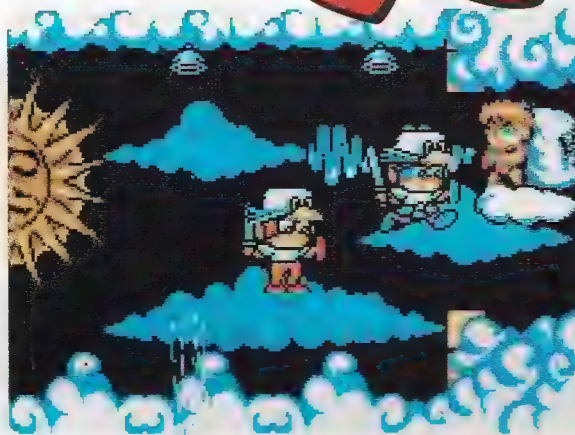
Surprisingly, these don't always look that bad, but believe me, they are tough to destroy, especially when they fight back.

PRESSIES GALORE

On your travels as one or both of the Mega Twins, you'll find all manner of essential goodies. These vary from health regeneration through to pots of gold. Actually, the baddies transform into a coin or two every time you manage to kill them, so you should never have money problems.

Control is simple, basic joystick actions manoeuvre your heroes, together with fire for your sword's parries and thrusts. You can also earn and collect special weapons and items to help you on your quests. These vary from handy bombs through to typhoons and other handy goodies.

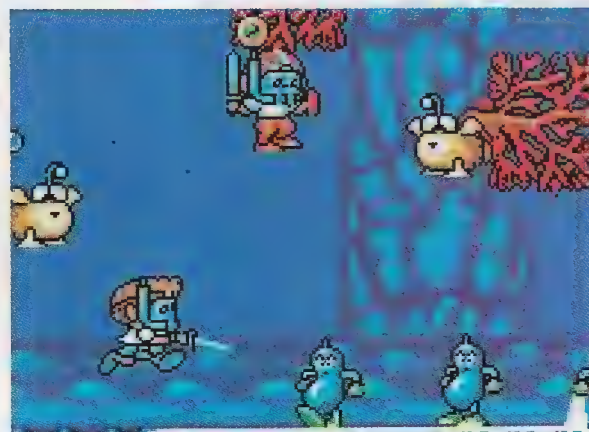
As a game this is a joy to behold. It is easy to get to grips with and also splendid to look at. It is a great platform product to hack around and with which you can generally enjoy yourself. Well worth a look.



Believe it or not, this cherub-like figure is actually a nasty piece of work at first. Give him some hammer and he will soon reveal his true colours



Absolutely no one in their right mind will mess with these two serious looking cool dudes



Don't ask me what these bizarre denizens of the deep are, but they will bug the living daylight out of you until you've wiped them all out

GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXX



The higher the rating the better the game

PAM - This week Pam's car had to go in for an MOT test. There's no chance her old rust bucket is going to pass so she's resigned herself to the inevitable large cash outlay that's sure to follow in the next few days.

FEARGUS - We've recently received a copy of Domark's Rugby game. Old Fungus was so overjoyed he went out and twisted his knee whilst playing the real game. Never mind, he'll now have plenty of time to play with the Amiga.

SHAZZA - Our Sharon is in her element now Fungus is off with his pooly knee. Has she turned into a power-crazed production person? Well, not yet, but if Fungus scives for much longer we're all in for a rough ride.



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

PC IBM PC Out in October £25.99



Which formats are available, followed by a comparative evaluation, the price and the release date.



Mercenary

is one of those games that just about everyone has either seen or played. Boot up *Mercenary III* and you'll have few surprises. This game, however, is significantly different as well as being a great improvement on the original.

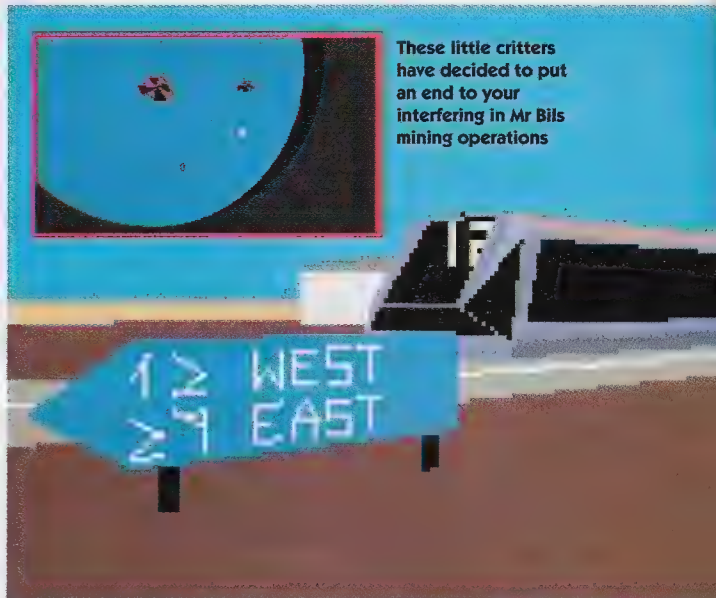
The original *Mercenary* was quite a landmark for its time. Based in a world of wire framed reality, it introduced bizarre landscapes to travel through in an adventurous task.

After many years waiting for the promised follow-up, *Damocles* was finally released. With a new programming engine and a clever little planetary control, you could travel around more to complete your quest, namely to save the world from the *Damocles* comet.

You are now a heroic figure after success in your tasks. Unfortunately you are stuck in a 'time warp' prison. If you ever played *Damocles* you'll understand that this was a nasty trick on behalf of the programmers, where you were held in captivity until *Mercenary III*.

When released you have two people to visit, either the solicitor, demanding his pound of flesh, or an enigmatic sounding Mr PC Bil.

All routes to winning through in the



These little critters have decided to put an end to your interfering in Mr Bils mining operations

Waiting for a bus can be a tedious affair, but once you've sussed out the routes you'll be cooking

MERCENARY THE DION

end are via Mr Bil in this game, so you might as well make an early start.

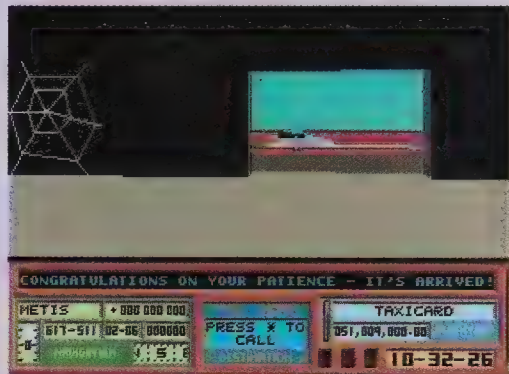
You begin with the bare minimum of equipment and no flying craft. Of course you have a whopping 50 million credits for saving the planet, but that ain't initially of much use to you. Resign yourself to the public transport system, a real gem.

The bus service runs to a timetable on a specific route, so you may have to do a spot of waiting. (What's new!) The

taxi drivers run the real scams. Like the real thing, honest drivers do exist, but if you're unlucky you'll be taken for a ride all over the place and you'll soon see your cosy 50 million disappear down the plug hole.

ON THE BUSES

There is far more character interaction in the *Dion Conspiracy* than in any other *Mercenary*. The storyline is therefore a good deal easier to get to



Leaving the prison you have been trapped in since *Damocles*, you get your first breath of fresh air for ooh, around one and a half years...



You are invited to PC Bil's place. Everyone is leading you there so pop into the shuttle and dash right on over

FACT FILE

Software House: Novagen
Programmer: Paul Woakes



Mercenary III the Dion Conspiracy is by far the best game in the classic series. The gameplay is vastly improved because you aren't dumped in the middle of nowhere without a clue of what you're supposed to do.

Here you can open up the characters to glean vital clues to complete the game. Graphically, it does however look a trifle dated.

The wire framed graphics have been filled in and the scrolling on the planetary level is smooth, although a tad jerky in places.

The actual movement of the planets, moons and enemy space craft do scroll smoothly, although they can sometimes slow the game down when they fill the page.

Sounds are no improvement on the original *Mercenary* but, strangely enough, this doesn't affect the gameplay in any significant way despite the various pips and bleeps sometimes grating on your nerves.

Dealing with the myriad of characters and solving the problems is too easy for the ardent adventurer, but you do have six options for success.

You don't actually communicate directly with the characters, but trigger off a set response, making you feel as useful as a tailor's dummy.

At least you can glean some valuable clues for your travels. In any case, a bit of idle chit-chat never did anyone any harm.

It's hard to comment objectively on a game which will have people either loving or hating it. If you have the slightest inkling of admiration for *Damocles*, you should enjoy it. It's definitely worth a look if nothing else.

£29.99 OUT NOVEMBER

The Amiga version is identical to the ST version. If you placed both side by side, you would be certainly pushed to find any difference.

Being developed on the ST certainly adds to this fine line, but graphically and sonically the difference is minimal.

There is the slightest change in the colours between versions, but even these are almost unnoticeable.

£29.99 OUT NOVEMBER

X-RATING: XXXX

Gameplay: 15/20
Lastability: 16/20
Presentation: 12/20

A pub on the planet Bacchus has a nice laser effect dancer on top. It may be worth a look



Your cash. You start with 50,000,000 but here, I went a little wild with the fruit machine

Little warning windows show when you're under attack and other gems of priceless information

Showing the planet you're on. This is more important than it looks

Temperature reading. If you're whizzing through space without any protection, you could quite possibly get frazzled

Your co-ordinates in the scheme of things

Your position on the local street map

A compass which, believe it or not, shows your heading

Your speed when travelling on land

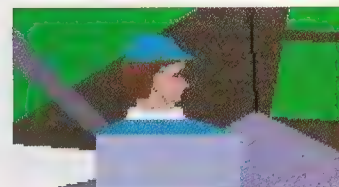
Your whopping great speed in space

Utility window depicting what you are using and how to use it

MERCENARY III CONSPIRACY



Bingo! Like any other bandit in the universe, it is here to rip you off. You may get lucky but, then again, you could be skint in a few minutes



Chatty intercity air shuttle pilots come in all shapes and sizes

grips with. In no time at all you'll see PC Bill for what he is as you set off on your desired path to complete the game.

The game has six varying solutions, five of which are pretty obvious if you get stuck in. They are all concerned with halting PC Bills mining exploits and vary from destroying his equipment and bankrupting him, through to pushing yourself forward for the presidency.

Don't expect an easy challenge though. There is a myriad of planets,

each moving on their own axes with their own major cities, transport systems and economic backbone.

Fighting isn't such a major factor, but if you are that way inclined the game does offer a death or glory solution.

Same as the earlier *Mercenaries* movement is a case of single keystrokes and joystick control. The open interaction and variety of solutions, ranging in difficulty factor, make this a game you can really get your teeth into.



One of PC Bills cronies, a blonde pilot, gives a few juicy details on his activities. You can't help but get worried about those nosy aircraft spying on you



You finally meet the guy, all toggued up in his kinky spacesuit. Is he as benevolent as he looks? That is for you to discover...

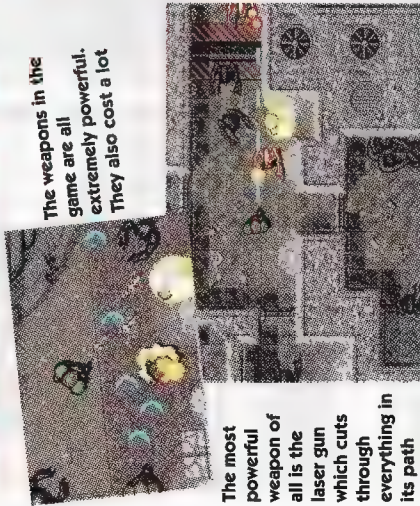
ALIEN

BREED

FACT FILE

Software House: TEAM 17
 Programmer: Andreas Tadic, Peter Tuleby
 Graphic Artist: Rico Holmes
 Music/FX: Alistair Brimble

The weapons in the game are all extremely powerful. They also cost a lot



The most powerful weapon of all is the laser gun which cuts through everything in its path



The latest from the team who brought us Full

Contact is a fast action blast'em-up in the mould of Gauntlet. Can you survive an attack from some of the most hideous aliens ever to appear? It's time to find out if you're a real man...

Ever since the late '80s many games have tried to reproduce the feel of Gauntlet in the arcades. They failed miserably. The latest attempt is Alien Breed, boasting one megabyte of graphics, speech and sampled sound effects, with an intro sequence that fills up a whole disk.

Alien Breed is a one or two-player, eight-way scrolling shoot'em-up, already in demand at computer stores nationwide.

The basic aim is to run around the many levels of a deserted space station and blast all kinds of strange creatures that have wiped out the

human inhabitants. Sounds simple? You control either Johnson or Stone, two elite soldiers and members of the IPC (Inter Planetary Corps) who were asked to go and investigate. As loyal fighters they dutifully agreed.

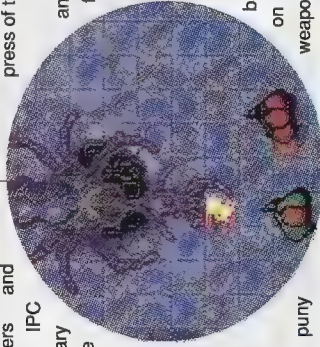
BREEDING DIFFICULT

Armed with a puny machine gun you leg it around the complex areas of each level while collecting extra ammo and energy.

Any marauding aliens can simply be blasted out of existence by a brief press of the fire button.

Every now and again you will find a computer terminal in your path to which you are able to log on to.

You can then buy various add-on and extra weapons, all priced according to their effectiveness. The really pocket burning ones will destroy great wads



On board the IPCC Miraculous, Johnson and Stone thought they were on their way home. Then a call to duty...

They piloted the battered craft into the docking bay of a seemingly deserted space station. Their orders were to find out what has happened to the human inhabitants...

It soon became clear as they began their descent down to the main deck. Their movement readouts were showing critical and non-human...



The first level takes place on the docking bay. You just have to simply find the lift and escape but it is worth running around every nook and cranny to get status

RAMM

you very little time to prepare yourself. Although being totally unoriginal in gameplay terms, there are many extra bits that have never been seen before. A very realistic blast of the future, in the broadest sense of the word.

To help you out even more there is a map system, comprising of the hand held variety and one in the computer terminal.

These give you the plan of each level, showing you all the locked doors and thus helping you to sort out your route.

The hand held maps gradually get worse the further away from a computer terminal you are.

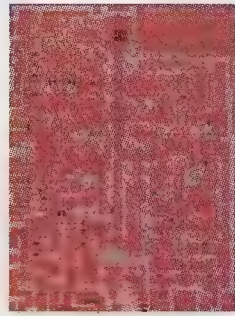
Each level throws a different mission your way and, when completed, the auto-destruct system is activated, giving you 60 seconds to find the lift from where you entered.

Sometimes just achieving your goal isn't enough. There may be a humungous, large, beastly, big nasty to destroy which will take numerous shots to kill.

TEAM WORK

You'll have to keep your wits about you at all times cos the aliens don't just appear from the many hidden corners of the space craft.

They may even come up through the floors and attack, giving



The hand maps cost 500 credits and are very useful to have. The X tells you where to go but getting there isn't as simple as it appears



Electrical beams can be passed through, but only in the direction of the arrows. Defy this and you'll fry



Alien Breed has some of the most impressive graphics I have seen on an Amiga game for a long time and, while not being animated perfectly, they move at an incredible pace.

The intro sequence isn't quite as impressive as some of the Psygnosis classics but it is certainly atmospheric and sets the scene perfectly.

Thankfully, you will only have to watch it once, which is recommended, cos it doesn't have to be loaded to play the game.

The sonics really are arcade quality, with loads of sampled speech effects, blasting and dying aliens. Everything gives out a feeling of quality which, considering it is 1 meg only, doesn't really surprise.

As a two-player game this is a really fun experience. Arguments are guaranteed between the two players and thankfully bullets don't harm the other person.

There is an option to share the money collected but this usually results in one player feeling annoyed when their partner buys an expensive weapon.

Every ounce of memory has been used to create what is the best shoot'em-up I've played all year.

Finally, here is a great excuse to purchase a memory upgrade, unless you've got one already. This is worth every penny of the asking price and more. If Team 17's next release, Project X, is half as good as this, then I'll hold my breath until it arrives.

X-RATING: XXXXX

Gameplay: 18/20
Lastability: 18/20
Presentation: 19/20

FACT FILE

Software Houses: Infogrammes
Programmer: Dimitri Peshkov



Seven colors is an addictive little game that you'll either love or hate. Luckily for the review I quite enjoyed it. As a challenge I can see myself returning for a spot of light entertainment. In five years time, I can still see me discovering the dusty disk and booting it up.

However, as modern super-duper action games go, you may find it wanting. It is as weird a game as Tetris was initially, but it doesn't have the same addictive qualities of that classic.

Graphically, it is as good as you might expect for a grid of coloured diamond shapes. It isn't bad at all, but then it doesn't grab your attention.

Seven Colors has a pleasant classical soundtrack. However, the sound effects are wimpy.

Overall, it's a great game with possibilities. The question remains however, as to whether it can grab the software buyers' imagination.

It's got to be a gamble to release it and whether to buy it. You may love it, or you may curse the box it came in.

£19.99 OUT NOW



The PC version of Seven Colors is identical to the Amiga version. Games of this ilk tend to be very similar across the board. With a soundtrack it produces a nice tune, otherwise the PC speaker beeps grate on your nerves in no time whatsoever. You can also network it to play against some friends or whoever happens to be around. Great fun.

£24.99 OUT NOW

X-RATING: XXXX

Gameplay: 12/20

Lastability: 17/20

Presentation: 12/20

7 COLORS

Russian mathematicians and computer games often go hand in hand. Games like Tetris, Welltris and Oh No Not Anothertris have all had us poor gamers addicted in unexplicable ways. Seven Colors is another



DIAMONDS ARE FOREVER



Winning every now and again is great, but the computer registers total scores for a league point's system

Seven Colors is a puzzle game set on a grid of a diamonds, each diamond being made up of one of, you guessed it, seven colours.

The aim of the game is to transform over 50 per cent of the grid

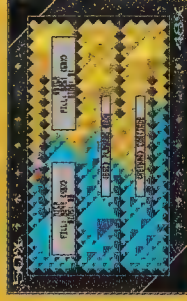
into one of your chosen allied colours. Sounds rather dull, doesn't it? Well, so did Tetris when people tried to explain that.

You've got to play the game to appreciate it, but I shall give you the low-down so you can leap straight

HOW THE WORM TURNED



Early in the game. There ain't nothing in it. The barriers are up, the diamonds are small and the colour saturation is on full blast



The Amiga is a jenny so 'er' so. One wrong colour selection lets the computer change more colours than I bargained for

The computer or opponent's score. Reach 50% and BINGO!



The little diamonds above the playing field are used for selection in the manual non-mouse mode

Your opponent's colour and time selection. Keep an eye on the colour cos you can't use it

The eternal red menace is creeping up on you. Just keep it in check and try and keep close

A grand total of 13 per cent keeps me in good tow with the computer

Your thinking time and colour selection are depicted here. More time and the further it will shrink

Your diamonds transferred to your collection, once having had to dash around the barrier

Barriers add spice and a touch of difficulty to the game

to action. Seven Colors allows for adjustment to suit all levels of player. The game itself is divided into two distinct styles, the single field and the challenge mode.

The single mode is based on a single diamond field which can be changed to suit your capabilities.

COUNTDOWN

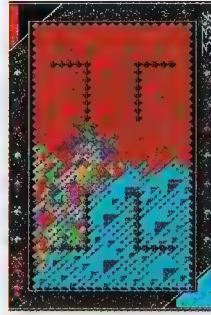
You can select the time limit for your move from a choice of 10, 20 or 30 seconds. This thinking time is ideal, but it can also cause problems – more time allows more latent thinking for your opponent. The opponent can be either the computer, or for more fun, a friend.

opponent suffer and to add some spice to the gameplay.

The challenge game is similar to the single game, although you don't have the control options. Simply choose the skill level of your challenge from one to seven and then struggle away to succeed.

You are not given a set number of lives, so you can play as often as you like. The game saves the number of scores to rank you against all the other players.

You will need to fathom the game out for yourself because the manual seems so full of gobbledegook you'll be struggling. However, once you've sussed it out, you'll be popping back for more.



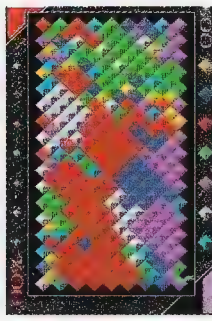
Although the colours look neck and neck, the computer is actually ahead by a comfortable margin

Further options include decreasing the size of the coloured diamonds, from 'baby lego' sized to minuscule specks.

Obviously, the smaller versions make the game trickier, but it also lasts longer. Using the colour density icon alters the difficulty factor.

A less dense colour screen will allow the game to be completed in a matter of seconds, while a high density screen requires more lateral thinking against the clock.

Another feature is the use of barriers. A game without barriers may appeal initially, so you can get to grips with what is going on, but after that you'll be putting them in for every game, not so much for personal difficulty, but to let your



An easy-peasy level. Lots of big diamonds, with fewer colours and no barriers. Easy to learn here, although a trifle too quick

FACT FILE

Software House: Ocean
 Development Team: Proba
 Programmer: ZKJ
 Graphic Artist: Neil Young
 Music: Sound Images

Upon first loading the game, all out sadists like me will be astounded by the extremely high violence count. A lot of satisfaction can be had by legging it around a room and blowing away thousands of bad people. Sadly this isn't enough.



Nowadays gamers will want more than level after level of identical gameplay. The end-of-level nasties do add a little bit of variety but by then it's far too late.

As is the case with most arcade conversions the fault lies with the arcade machine cos this game is practically identical in every way.

Smash TV falls into the same ill-fated class as Ocean's other break into the realms of tediousness, NARC.

£25.99 OUT NOVEMBER



Graphically identical to the Amiga version, the ST version has slightly poorer sound quality. There also won't be as many enemies on screen at one time. Gameplay-wise it is identical to the Amiga.

£25.99 OUT NOVEMBER



All the 8-bit versions will be very similar. The Spectrum will lack the colourful appeal of the others but will no doubt play in the same way.

£10.99 OUT NOVEMBER

X-RATING: XXX

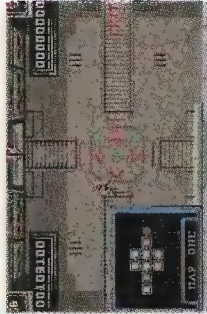
Gameplay: 12/20

Lastability: 11/20

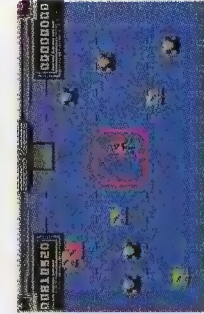
Presentation: 14/20



On level three there are some mid-level beasts to destroy as well as the end-of-level nastie. Here you confront two slimy snakes



Completing the first screen of a level will give you a map of the rest. Plan your route to the next sector



The bonus screens represent your chance to collect loads of prizes and many points

his misery you will be magically transported to the next larger complex of rooms.

PRIME TIME BLOODSHED

Along with the standard rooms there is also a multitude of bonus rooms where many presents can be found on the floor.

However, the ever blood hungry foes once again try to stop you. Arcade fans will be pleased to hear that the two joystick control method has been retained although there is an option for a normal control.

This allows you to run in one direction and fire in another. One joystick controls the running direction and the other that of the firing.

Whichever method you prefer, the shows host must die. You are the contestant to take on the task...



The crowd is wild, the host announces the beginning of the first game and the contestants are taken into the first zone ready to do battle

SMASH TV

You've heard it all before. Game shows of the future in which the ultimate prize is the retention of your life. Only it has never been played quite as violently as this. Can you survive the highest rated programme in history, Smash TV?



Wall mounted guns can be a real pain and take loads of shots to kill. Their bullets are fired to wherever you are



The baseball bat wielders are simple chaps. They only need to be shot once in order to be killed off

These big blokes are well armoured chaps and kill you instantly when touched, try to shoot them with some speed

You play one of the 'lucky' contestants to appear on the game show Smash TV, which is broadcast live across the world as all nations tune in to see the blood bath commence.

Armed with only a machine-gun for protection, you must fight your way through four room-filled levels to reach the final confrontation with the game show host himself.

Upon starting each room you are quickly confronted with many baseball bat wielding hoodlums, intent on denting your skull.

A quick blast of the gun and they're history. Unfortunately there are about 100 more of these ugly blokes who are sure to keep you on your toes.

KILL YOUR TELEVISION

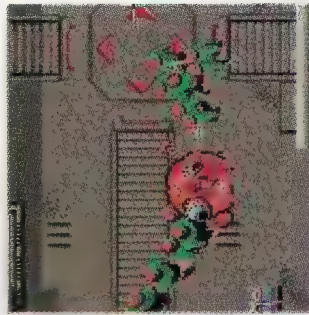
The odds are now decidedly against you. As you progress the enemies get fiercer. They begin to drive tanks, come armed with wall mounted guns and generally make your life extremely difficult.

The odds are lowered slightly by the ever present extra weapons that can be found just casually lying around on the floor.

These range from deadly tennis balls to all out power in the shape of a rocket launcher. They really help you out, wiping out many of the vicious fiends in one go.

pinhead with a bow and arrow at 1000 yards.

When you do eventually put the large, hairy, ugly scum sucker out of



By accidentally walking onto a floor based mine you find that your various body parts are catapulted across the room. A few seconds later you'll appear at the start of another life

A number of prizes are also up for grabs which give you bonus points when collected. They are topped up at the end of the level.

The prizes consist of a brand-new toaster, a matching luggage set and even a lovely

Each stage ends with the standard, large end-of-level nastie that takes so many shots to kill that you'd be better off trying to shoot a



FACT FILE

Software House: Loriciel
Development Team: Imogex

Basically, Baby Jo is your everyday bog standard platform game. However, it still has quite a bit going for it, especially on the cuttest front.

Crying, thumb suckers, wailing in pain and other delights of babyhood are well catered for, and the graphic sprites are bright and colourful. A joy to behold, in fact.

The scrolling is pretty average. It may have been smooth enough about a year ago but now there is a noticeable slagger in the diagonal scroll. It's not too bad, but is certainly not commendable.

Gameplaywise, it is addictive enough but too hard in the long run. The interest factor soon wanes the moment you've only managed to get to a certain stage for the fifth time running.

In summary, it's a competent platform game with an appealing cuteness factor. However, this doesn't distract from the fact that there are better games on the market.

£25.99 OUT NOVEMBER

The ST version is set on a smaller screen with poorer quality music. The scrolling is slower and slightly jerky, but the sampled sound effects are better, clearer and more frequent than the Amiga version. The gameplay is equal to, if not better, than that of the Amiga.

£35.99 OUT NOVEMBER

X-RATING: XXX

**Gameplay: 12/20
Lastability: 10/20
Presentation: 14/20**

BABY JO IN THE COUNTRY "COMING HOME"

Baby Jo is worried. He's lost in the countryside, away from the big city, home and most importantly, mummy. Thankfully he has a good sense of direction and so sets off on the way. The question remains - can he get home in time for tea?



As a wee nipper you set off on your quest to return home. Of course being knee-high to a grasshopper does present certain problems, the first being none other than the fact that you are a baby.

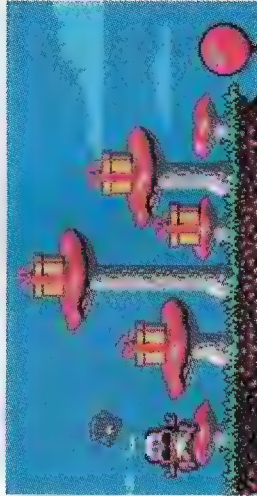
As such you fill your nappy, cry, suck your thumb and show abject terror when falling down. Contentment is demonstrated by giggling away or belching proudly after a bottle of milk.

NAPPY ATTACK

Thankfully, Baby Jo isn't without his own resources. He instinctively knows where he's heading and can collect all manner of goodies on his way. These range from nappies, food

items which increase his score and special bonus items.

The bonuses include a first aid kit



Pressies galore on the toadstools. The problem is, which are good and which contain nasty kitchen hardware



'No Babies Allowed!' Ooh err. Lost babies must be a commoner problem than we originally thought, especially here in the dank, dark cavern of mushrooms and rickety bridges

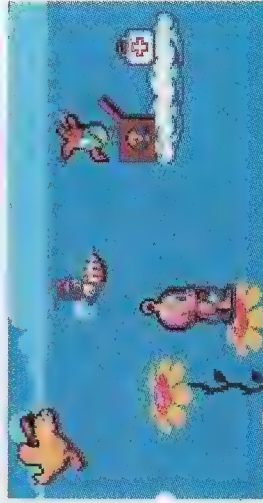
You can also collect invincibility cloaks and traverse tricky situations with the aid of balloons. Being so light you can swing your legs and chuckle away as you're moved around.



Joek the duck appears every now and again with some inane drivel, sarcastic comments or even some tips



Nearer home you decide to climb on a roof, as babies do, and throw a rattle at what can only be described as a schnozzeibeing.



Playing in the daisies is a pleasant way to spend your toddler years, but you must avoid wasps, jack-in-the-boxes and psychopathic chickens

Baby Jo can also collect weapons, modelled in the style of deadly rattles. Watch it though cos they can land straight back on top of the baby.

Movement is easy with simple joystick control. You can go either left or right, jump and, if you have some rattles, fire. However, despite the ease of control the gameplay is rather tricky. The nasties you have to face are tough to avoid in many circumstances and you'll lose energy by brushing past them.

I WANT MY MUMMY

Actually, the nasties form a rather weird bunch - aggressive claffodils, wicked wasps, goblins and extremely angry rain-clouds. You'll soon learn how to deal with these threats with a well aimed rattle throw or two. Otherwise avoid them altogether.

The most appealing and humorous trait is the way Baby

suffers; crying, whimpering and shrieking in terror when burnt. Facial expressions are initially stunning, although this soon wanes.

Each level has its own selection of nasties coupled with a bizarre landscape. On the picnic level for instance, you have to leap over sandwiches and bottles of pop while avoiding monster sized ants that would have anyone running for cover.

You are aided on your quest for home by a rather irritating loony cartoon duck.

Resembling my hero Daffy he is unfortunately about as witty as a brick but he can have some good tips - if you haven't sussed any problems out beforehand.

You can't help but find Baby Jo appealing. The game is just so cute, with expressions and sounds perfectly executed. A basic platform game with well observed humour.



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Just send your glory goal, saved from your home computer, to Hewland International, GAMESMASTER, Netbuster Competition, 1 Indecon Court, Millharbour, London E14 9TN.

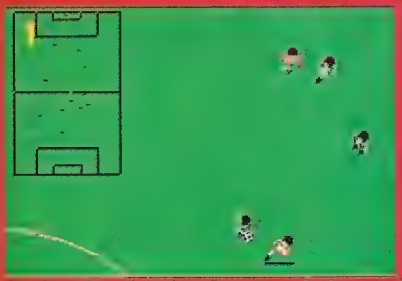
All entries to be in by 1st November. The best 10 will be featured on the programme.

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IT'S A FUNNY OLD GAME



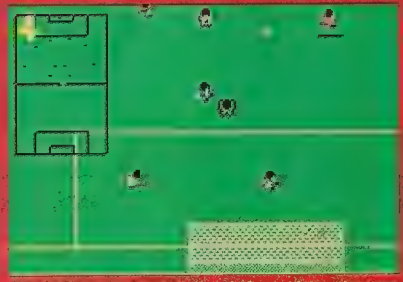
On the edge of the box Scoop sends the opposition a blinding dummy



Scoop nimbly passes the ball square to the oncoming striker, Nick



Scoop catches sight of the opposition's net and gears up for a shot



The ball rockets past the defence into the top left-hand corner of the net... GOAL!

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No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The judge's decision is final. No photocopied competition entries will be accepted.

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Progressing through Donkey Kong, Donkey Kong II and Donkey Kong Jr, our Italian heroes eventually managed to gain the recognition they so rightfully deserved. Now the boys are household names, Mario Mania has hit town!

Like those other cult superstars the Teenage Mutant Hero Turtles and the Simpsons, the Mario Brothers have appeared in their own cartoon series. What's more, Mario and Luigi now appear in their very own game show. Nick Clarkson visited the Carlton Television Studios to discover just what was going on.

The Super Mario Challenge is the brain child of Robb Hart, the chap who was responsible for the Dennis the Menace TV programme. Having visited a computer show and seen the enthusiasm for the Mario Brothers, Robb began working on ideas for the show.

The initial suggestion was to have contestants suspended by wires in a life-size Mario-style game. Naturally such a show would prove a nightmare to set up so Robb came up with another idea.

Together with David Harrison, the head of Ad Sales for the Childrens' Channel, Robb decided on a formula which would include contestants actually playing the Super Mario game. David approached Nintendo with a basic outline of the show. Having received official backing the project was put into action.

REAL LIVE MARIO!

John Lenahan is an ideal choice for the show's presenter. John's an American comedian who began his British career as a street performer at London's Covent Garden before moving onto the club circuit. John's a self-confessed closet computer freak - an Atari ST

I wonder whether Nintendo realised quite what they were doing when they first introduced two Italian plumbers to the world? It's been nearly a decade since the dynamic duo made their debut in a video game. Back in the beginning Mario and Luigi were upstaged by an oversized gorilla by the name of Donkey Kong. Now the boys are probably the world's most loved computer characters.

owner, he's a great fan of adventure games, especially Dungeon Master.

When John saw the advert for a childrens' show presenter he wasn't too keen, it was only when he noticed the computer link that he decided to give it a try. Prior to the interview he received a crashcourse in Super Mario Brothers 1 from his nephew. Finally, on the day of the interview John joined the other hopefuls.

However, instead of dressing in formal clothes John arrived in white overalls, a red shirt and cap, with his

mustache completing the ensemble. After only a few seconds Robb Hart knew John Lenahan was the man for the job.

The shows are actually recorded consecutively and up to 15 separate programmes can be filmed in any day. The show first appeared on The Childrens' Channel at the beginning of October and featured Super Mario Brothers 1.

60 contestants were chosen from Club Nintendo and now, after 15 knock-out rounds, 30 are left. The

Super Mario



(Above and Left) The actual Mario Bros 3 game looks as though it's projected onto the screen at the back of the studio. In actual fact the image is chromakeyed onto the green background by the crew in the control room. As you can see from the show's set the whole programme is dedicated to Mario Brothers. Presenter John Lenahan looks right at home in his overalls and even the kids have a good time



second part of the show now features Super Mario Brothers 3 which is due out on 2nd November.

Each show is made up of three rounds of play. Players must first battle against each other to see how fast they can complete a pre-determined level. The second round is played against the clock with the contestants attempting to gain as many points as possible within a given time.

Finally another timed round challenges the Mario maniacs to see how many coins they can collect. In addition to the fevered action John Lenahan also presents some top tips to help players progress through the game.

BEHIND THE SCENES

Watching the programme from the comfort of your own home you could be fooled into believing that producing such a show is easy. Ah, the magic of television! In

(Below) Behind the scenes are ten NES units each with their own copy of Super Mario Brothers 3. Darrell and Keith madly get to different levels ready for the contestants to play. The original set up included an old BBC micro. Unfortunately the machine didn't work too well and good old human skill became necessary



(Above) This is just one of the panels in the control room. There are several more to keep an eye on!

reality the whole thing is organised chaos. On the floor John Lenahan presides over the 30 youngsters while the camera and sound crew go about their business.

Behind the set are Darrell and Keith from the Nintendo Hotline. It's their job to set up the consoles ready for the contestants to play the different levels. The sight of 10 Nintendo Entertainments Systems stacked up is quite daunting but Darrell and Keith seem to cope admirably. Despite being Mario experts, the two weren't Robb Hart's first choice.

Initially the NESs were set up by a BBC micro which had all of Mario's movements pre-recorded. Unfortunately, due to technical troubles the system was

not 100 per cent reliable and in the end human talent was called upon.

The nerve centre of the operation is the control room. It's here that Robb Hart, Robin Parsons the vision mixer, Bob Harvey the director and a host of others make sense of what's going on downstairs. Looking like something out of Star Trek the control desk is a myriad of buttons and dials to the layman. However, in the hands of these experts it's truly magic.

Combining the pictures being filmed by the cameras and the actual images from the game is a complex operation and timing is crucial. Watching the team put the programme together is an amazing experience.



o challenge



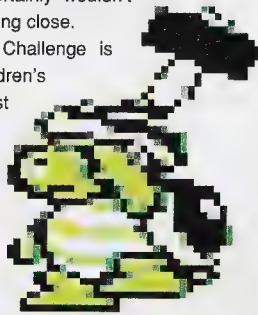
(Above) Comedian John Lenahan or is it Mario? John's the show's zany presenter. A computer freak himself, he couldn't resist the challenge of presenting the Super Mario Challenge. John actually owns an ST and loves adventure games

After a hectic morning session lunch is called and I set off to find out what some of the contestants thought of it all. To make sure everyone knew what was happening they were all given a copy of Super Mario Brothers 3 a couple of weeks before filming.

Aimen Hassnyeh from London was knocked out of his round but thought the show was brilliant, even if he didn't win. Jordan Ledger won his heat and was looking forward to the next round.

Meanwhile, Matthew Kidd easily won through, although he shouldn't have - he's had a copy of Super Mario Brothers 3 for nearly a year and he's completed it! The overall winner of the programme will win a trip all around Denmark; judging from the talents displayed by the 30 youngsters I certainly wouldn't rate my chances of coming close.

The Super Mario Challenge is broadcast on The Children's Channel. The latest rounds will be shown every weekday from the 4th November to the 22nd November. The programme is shown first at 12.10 and then repeated at 17.10.



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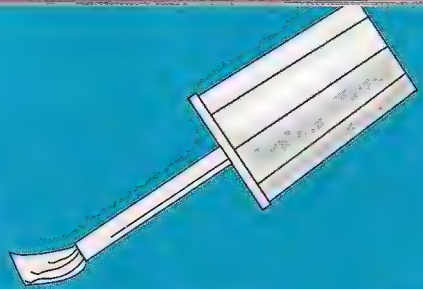
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This week we have a great menu of delights. Something old and something new, something borrowed but nothing blue, never mind. Have fun trying 'em and send any cheats to:
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AFTERBURNER II

- SEGA MEGA DRIVE

To begin at any level, press button C when the screen tells you to press Start. Then, with C still pressed, press A, B and then Start. A screen will now appear that allows you to select where you wish to begin.

LEISURE SUIT LARRY II

- SIERRA ON LINE



Lots of people have problems with this so here's one of many hints that we've received over the last few weeks. Apparently if you have wasp troubles the easiest way to get out of the way is to jump under the tree where they live.

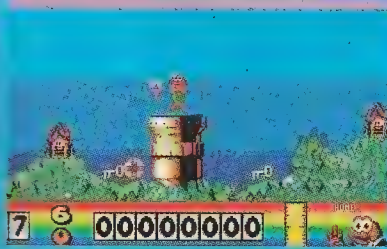
JAMES POND

- MILLENIUM



Now that RoboCod is to be unleashed I'm sure that a lot of you will be digging out your old copies of James Pond to have a fiddle with.

Well, if this is the case you may be interested to know that typing in MR2 will allow you to do silly things with the keyboard. For example, press D to open the doors or press X to go on to level 2.



SAVAGE - FIREBIRD



This one's a real oldie but some of you may still have a copy hidden away collecting dust. Here are the level codes that you'll need to skip to the later levels.

Level 2: TERMINATE
 Level 3: NIGHTMARE

ATOMINO

- PSYGNOSIS



Have I ever given you any Atomino codes before? I haven't! Well here's a couple that'll keep all of you brainy types busy for a bit.

Level 10 - IDYLL
 Level 20 - TAURUS
 Level 30 - NEPTUNE

SWITCH-BLADE II

- GREMLIN

OK, so here it is! We've shown you sub games before but this one's the latest that we've come across. All you have to do to find this silly little scrolling platform/shoot'em-up game is type in the word CHROME on the title screen! It's as easy as that.



RODLAND PLAYER'S GUIDE PART 1

It's time to worship at the porcelain altar after a long gaming session on Rodland from Storm. The Games-X player's guide is here to help you master the Maboots tower and rescue your mummy. Can you do it without that burning sensation to produce chunder on a mass scale?



LEVEL TWO: A WHALE OF A TIME

NASTY LITTLE BEASTY WEASTIES

Sharks
When hit they burst into tears and stamp their feet on the ground. Try not to stand below them cos they will spit out deadly balls



Corn on the cob
These little chaps move around the screen and generally don't do much else. Occasionally they will stop and fan themselves for a while

Snakes
These do absolutely nothing special. They simply move around the screen and try to run into you, forcing you to lose one of your lives

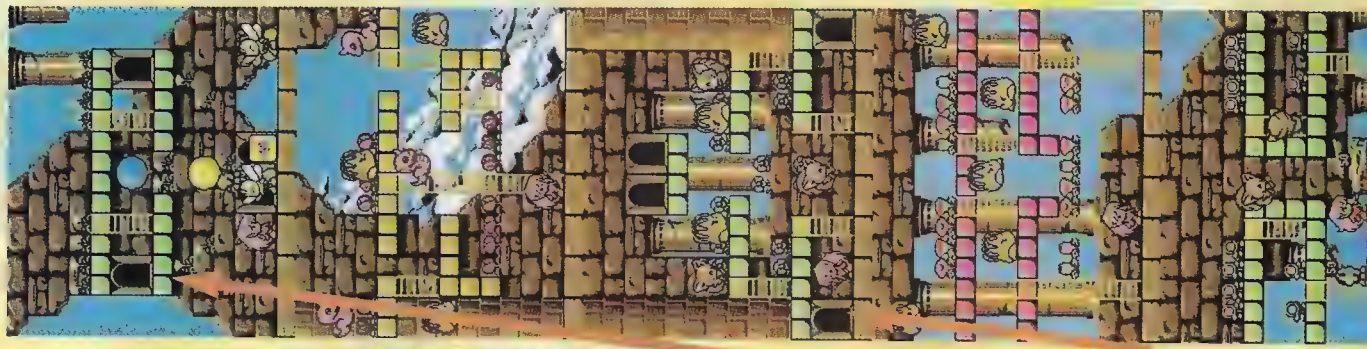


Multipliers
These constantly split into two identical creatures. Try to kill them quickly because if you aren't careful you'll end up with loads of them

Bees
These are perhaps the most annoying creatures in the entire game. They don't use the platforms much and can fly anywhere on the screen. Kill them as quickly as possible



Bonus creatures
Fatal on touch but very useful when they die. They will produce five letters which spell the word EXTRA, giving you another life



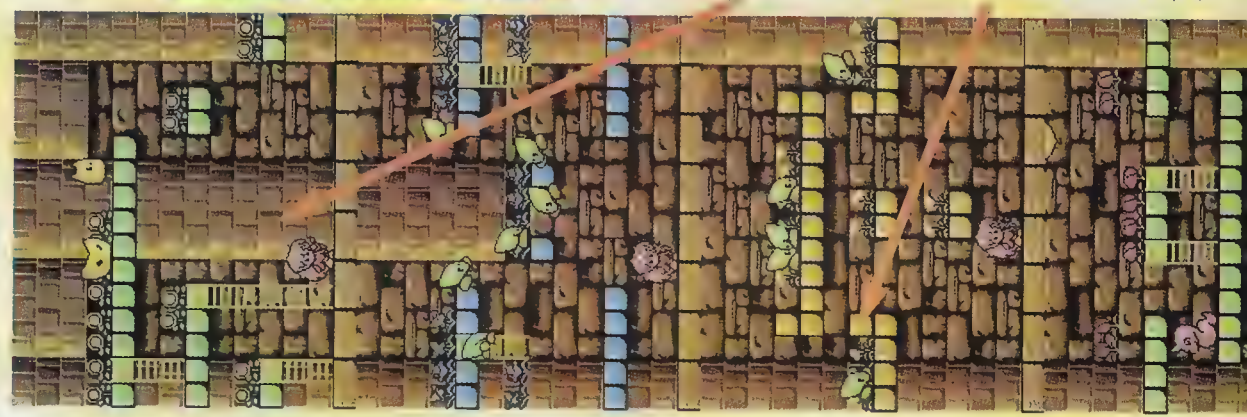
12 Level two's boss is the whale, his only weak spot is the eyes. You'll have to use ladders to reach them at some points and, while you are up there, watch out for the baby whales that are spurted out of the top

11 Whatever you do, don't use the balloons to go up on this level. The doors are actually useful on this screen. Watch out for the bees as you collect the flowers and only try to kill them if they get in the way

10 Doors act as more of a hindrance than a help. Don't try to send a ladder upwards when stood in front of one or you'll end up teleporting to another door, and you'll probably meet your death in the confusion

5 Be as quick as possible when collecting the flowers or you'll end up with a few million enemies at the bottom. To get them out of the way lob them over your head once

4 The best plan for this screen is to go up the centre and leave a ladder up to the top platform. The roaming corn will climb to the bottom of the screen, thus allowing you to nip off and collect the flowers



Squirrels

All they do is run around the platforms and get in the way. Try to collect all the flowers before killing any of them since they aren't really very hazardous



Slugs

Your first confrontation with these can be a real shock. Don't stand in front of them for too long or they'll stick their tongue out at you, deadly to touch



Frankenstein thingy

He roams the platforms and it is not advisable to stand above him. Do so and you'll witness his anger as he fires three drops of water upwards!

Rabbits

Basically the same as squirrels so stay out of their way until you've collected all the flowers to allow for an 'extra game' and the life opportunity



LEVEL ONE: STARTING OFF AT THE BOTTOM



3 The best way to handle this screen is to let the snakes fall down to the bottom and then, using a balloon to get up, hopertfully collect all the flowers

2 Balloons move up at many different speeds. If there is a shark on the platform above it is advisable to get on top of a fast one. They may spit at you and you don't want that now, do you?

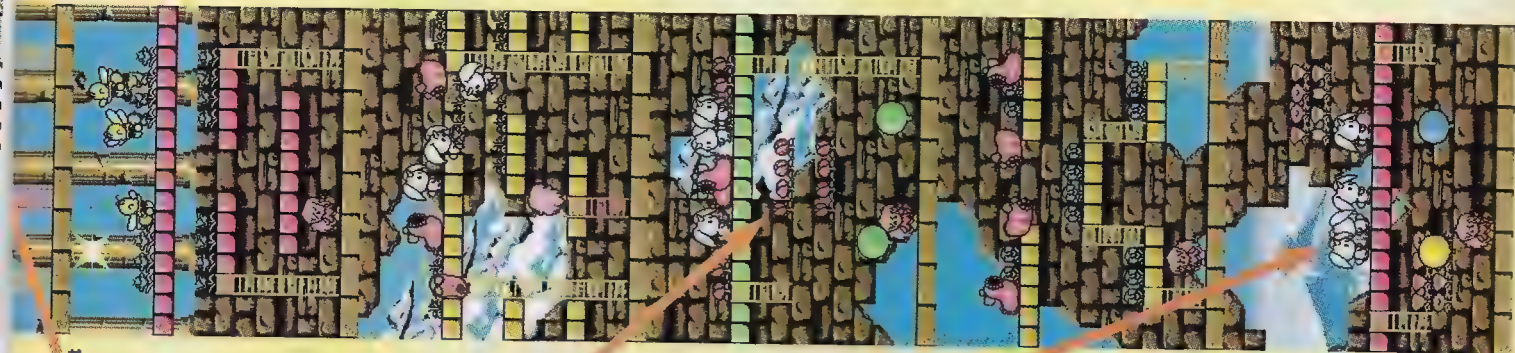
1 Perhaps the best hint for the entire game is to collect as many extra lives as possible. Don't kill any of the meanies until you have collected all the flowers and you'll then be in a position to collect the vital letters

9 When stuck in a tight spot the best way to get out is to kill one of the nasties. This will bash all the beasts on either side and allow you to run away before they get you

8 The only way to get these flowers is to drop down from the top. To do this you'll have to let all the nasties drop to the bottom and then use a balloon to get up

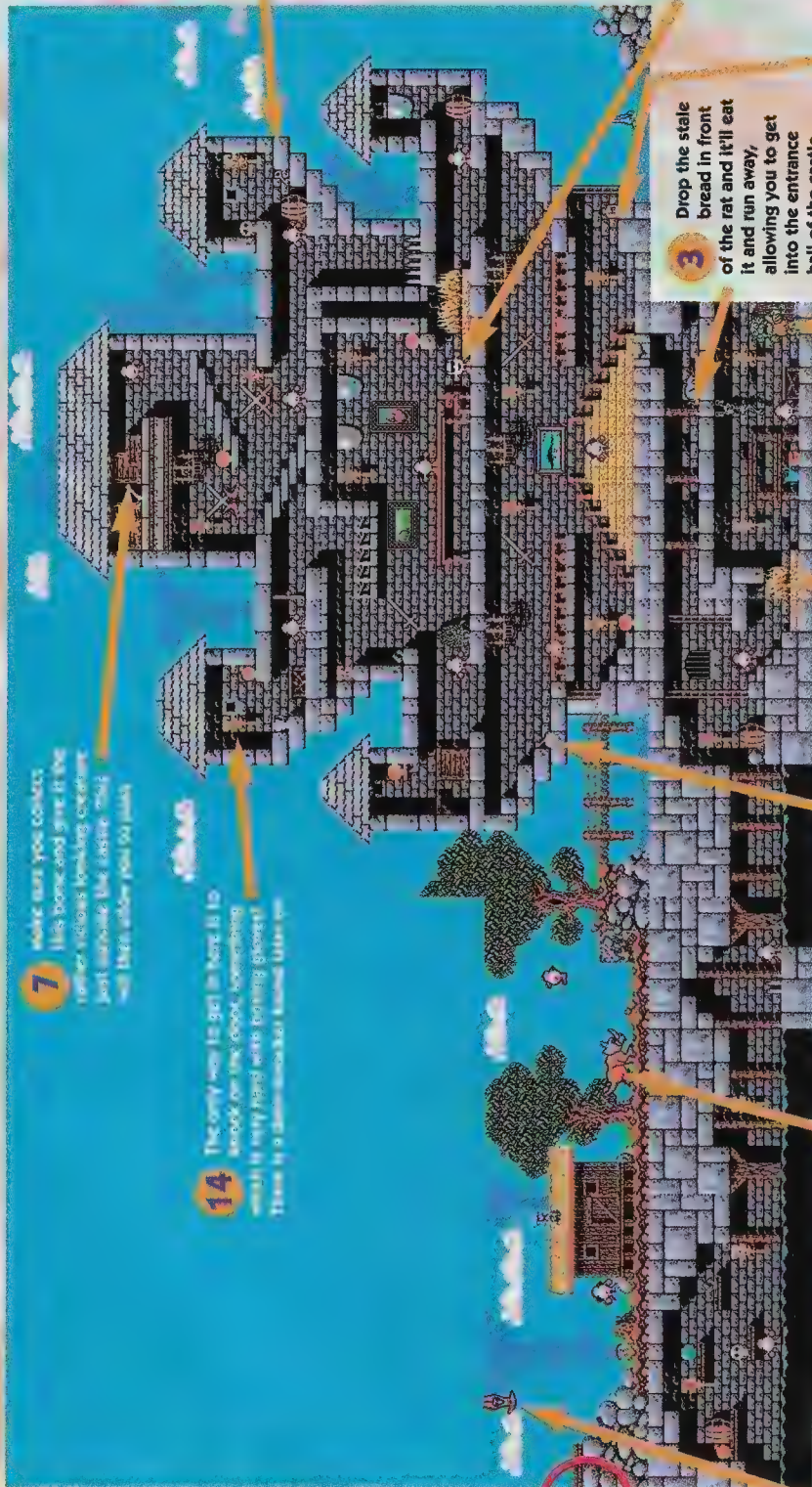
7 Let all the bunnies climb down to the bottom while you collect the flowers, then climb up and collect the rest. This makes it very easy to get an extra life

6 The level one boss consists of six crocodiles who fire little babies out of their gobs. Just concentrate on one side of the screen and watch your back for the young 'uns which will also kill you



FANTASY WORLD DIZZY GUIDE PART 1

Dizzy is a rather fun little chap, er, egg, who always seems to get into trouble in strange lands. The latest is in Fantasy World where dragons and all sorts of strange and all sorts of strange beasties live. In this guide we start you off on your quest to rescue Daisy...



7 Make sure you collect this bone and give it to the portcullis's looking creature. Just survive the monster that will then allow you to pass.

14 The only way to get to the book on the book something is to use the lever with the book. There is a stone block in the room.

6 Collect all the gold keys you come across, four in all, as you will find them extremely useful later on. They are used to operate the lifts on the second part of the game.

5 Denzil is a really cool member of the Yolkfolk; sadly he doesn't want to help you and only returns your rope. Use this to tie shut the alligator's mouth instead.

3 Drop the stale bread in front of the rat and it'll eat it and run away, allowing you to get into the entrance hall of the castle.

4 This lever will open up the portcullis below. You'll still have to take care when passing through it, because it may crush you as it comes down.

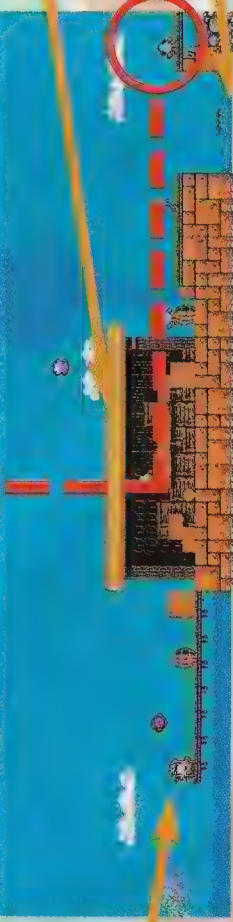
8 However, before giving the bone to Armorg make sure that you collect the rock from his lair as he'll block your route as he munches on the bone.

9 Don't stand directly below the Dizzy hawk or else it'll swoop down and gobble you up.

1 Give the apple to the guard and he'll give you a handy piece of information. Sadly, though, he won't let you go past him.

2 Pick up the two items in the room and throw the water onto the fire, putting it out. You can now exit the room and continue.

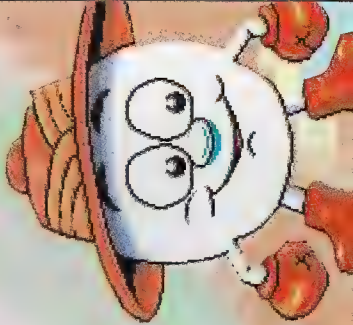
13 Don't pick up the bottle of whiskey as you can't drop it. Try to do so and you'll turn all squiffy, having drunk it all!



11 If going for the coins is your goal then make sure you don't forget this one. There is a small platform just underneath that will let you get up.

10 The only way to pass is to displace the water using three large boulders. This will raise the bridge to a height you can jump from.

12 Kick Dozy's deck chair to wake him up and then talk to him. He is a little lazy and won't help you. He will, however, give you some sleeping potion.





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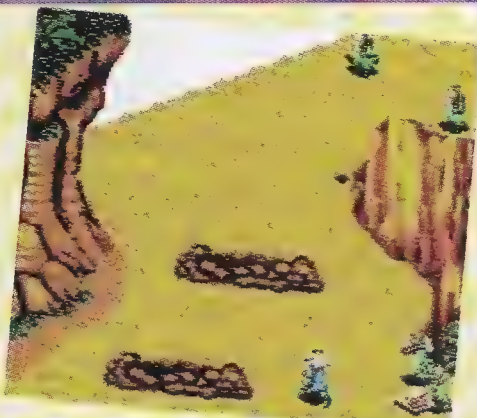
Mercs, for those who didn't know, is short for Mercenaries. This is a crack team of commandos trained to kill or be killed. Mercs is also the new game for the Mega Drive, converted from the brilliant Capcom coin-op original.

You take on the role of a Merc on a suicidal mission into enemy territory in a desperate attempt to rescue the president of the USA. Although armed with an array of state-of-the-art weaponry, you are confronted with all kinds of hi-tech machinery driven by psychopathic enemy soldiers,



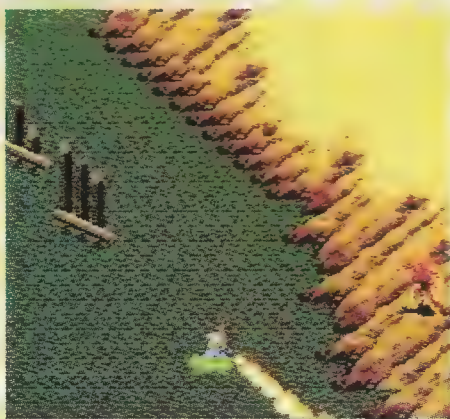
To go with your ever powerful guns is a limited supply of rocket bombs. One of these will clear the screen of all foot soldiers and severely damage any tanks, planes and so on.

On your way through these levels you will come across a few very handy and very empty enemy vehicle and gun turrets. You can leap into these and plough headlong into the sea of soldiers.



When ensconced in these you cannot be injured by bullets. However, your safety doesn't last forever. The vehicles will soon explode, sending you back into the path of skin damaging bullets.

The arcade version of Mercs has been faithfully copied, except the three-player option which is only to be expected. It even has the landslides which were cunningly left out of the Amiga and ST conversions.



Graphically there are a few glitches but nothing too severe, and none of it wrecks the overall appearance in any way. Soundwise the game is also of top quality, incorporating many tunes and realistic blasting effects.

The game plays immensely well and is every bit as addictive as the arcade original, something which is very rarely seen anywhere.

Fans of the arcade will adore this conversion and anyone who enjoys mindless violence should check out this high-speed blast.

X-RATING: XXXXX

Gameplay: 15/20
Lastability: 15/20
Presentation: 16/20

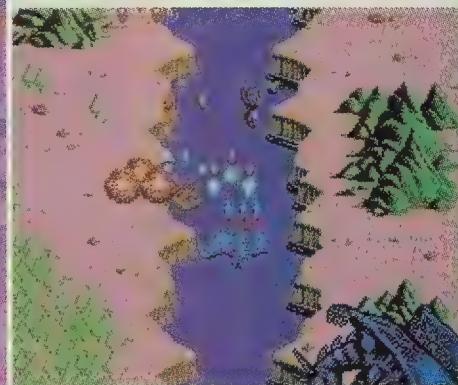
Yes, it's here, the hottest game on the Mega Drive since Sonic. Drool over ToeJam & Earl while Famicom owners check out Top Racer...

CHEAP ENGINES

Console Concepts is doing a cheap line in PC Engines, but there is a limited stock so be quick. For a mere £100 you get a PC Engine, a joystick, power adaptor, plus three games. These bargains would usually cost over £180. Get in contact with Console Concepts by phoning 0782 712759 if you want to know more about the games you'll receive

DRAGON SPIRITS SEQUEL

The excellent PC Engine shoot'em-up Dragon Spirits is soon to be bettered by the sequel, Dragon Sabre. Namco says that this will be its best cartridge to date.



Featuring all that was included in the playable original, everything will be bigger and better, with more power-ups for your dragon, enhanced graphics, stunning music and new enemies to destroy.

BUCKY O'HARE

Bucky O'Hare is a zany shoot'em-up on the Nintendo where you, as Bucky, must fight in the seemingly never ending toad wars. Set over four levels, the objective of each world is to rescue friends held captive by huge guardians. The game features smooth parallax and fast 'n' furious action. Keep your eyes peeled for this certain NES hit.

LOOK OUT TREKKIES!

For all you Trekkies out there Star Trek will soon be available on the Game Boy. As Captain James T Kirk you will have to boldly go where no man has been before and win the eternal battle against the Klingons. On top of this you must defeat the Romulans should they attack. Get ready to board the Enterprise for the ride of a lifetime.

TURTLES 2

Following on from the massive success of the first Turtles game, The Fall of the Foot Clan, the sequel will be coming out for the Game Boy in the near future. It will take on the same format as the original, namely kicking seven bells out of the Clan of the Foot. Once again the Shredder must be defeated.

The game is looking awesome, so get ready to

GAME: HARD DRIVIN'
MACHINE: LYNX
PRICE: £29.95
SUPPLIER: ATARI

Originally a smash arcade hit, Hard Drivin' is a vector graphic racing game where you, as the driver of a powerful stunt car, must speed around the track to clock up the fastest lap.

This classic appears on the Lynx and features all the excitement and action that the coin-op offered.

The car has either automatic or manual transmission, the latter using five gears. Buttons A and B operate the



accelerator and brake, although you'll probably find that you'll only use the first of the two!

The tracks have two routes to follow, either the speed track or the stunt course. The former is made up from long straights and gentle curves, thus allowing you to gain the maximum performance from your vehicle.

The stunt course on the other hand is designed to test your driving skills rather than the car itself.

The first obstacle you will come up against is a bridge that must be jumped across, followed quickly by the death defying loop.

Banked corners allow you to gain

speed, whereas hairpins do exactly the opposite. The ultimate aim of the game is to drive a record fastest lap.

If you do you will have the chance to compete against the Blue Phantom, the current Hard Drivin' champion.

The race against the competent computer driver will test all your skills to the full cos any collisions will result in your disqualification.

Hard Drivin' is an excellent conversion on the Lynx and comes as close to the arcade original as it could possibly be. Graphically the game is superb although a little slow, with the sound equally good.

However, I did find that it lacked long-term appeal and turned out to be dull after a few races. On the whole this is an impressive driving game on the Atari hand held which is sadly let down by one or two gripes.

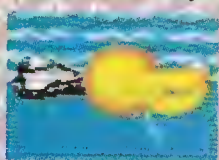
X-RATING: XXX)

Gameplay: 12/20
Lastability: 10/20
Presentation: 15/20

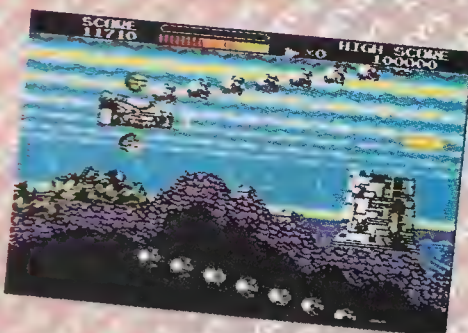
GAME: SPACE BATTLE
GAMOLA
MACHINE: MEGA DRIVE
PRICE: £34.00
SUPPLIER: CONSOLE
CONCEPTS

Standard shoot'em-up storyline: Your second uncle once removed has been kidnapped and you set out to kill the dreaded beings who have taken him.

Furthermore, the alien leader has shaved your cute little doggy and you're going to shoot everything you see. Now considering the back of the box and the manual are in Japanese, that's not bad!



This shoot'em-up is for one or two players as they fight it out against hoards of nasty looking alien beings



who are intent on making you look like a person who's just had his brains blown out at point-blank range with a bazooka.

As you fly through your many oppressors while looking vainly for some way of finding your uncle and the alien leader, (after all Rover does look rather silly with a permed collar), you will discover many power-ups that will increase the size of your ship and your general ability to kill things.

Graphically there isn't much to say except that it is very poor and looks just about the same as every other sideways scrolling shooty game. In fact I couldn't find one thing remotely original.

An initially interesting tune begins to pull on the old nerves after a while and the sound effects are just plain dull. To top all this it is a bit difficult to get anywhere in the game.

There are much better games available in the genre on the Mega Drive so I suggest you look for those and leave this one well alone. It just isn't up to the usual high standard we've come to expect on this excellent console.

X-RATING: X)

Gameplay: 7/20
Lastability: 7/20
Presentation: 10/20

become Leonardo, Raphael, Michaelangelo or Donatello in what promises to be a hectic beat'em-up.

HINTS & TIPS

GI JOE - NES

Listed below are codes for the complete game, so simply enter them to get further on.

QUEST 1

Mission 2: PSDN5XGZO
 Mission 3: NS8N5DGZ4
 Mission 4: 5S3N5XGZO
 Mission 5: 5369N5XGG
 Mission 6: DRBJOVD8H

QUEST 2

Mission 1: ZND39N5XF
 Mission 2: PXHNDXGZ8
 Mission 3: 3NRDZN5X1
 Mission 4: 5XHPPXNZD
 Mission 5: VVNBBJV83
 Mission 6: DVNBB8V8H

QUEST 3

Mission 1: 3R69N5XGG
 Mission 2: BHNJHVD8H
 Mission 3: JHROHVD8H
 Mission 4: 5DS5ZNGZD
 Mission 5: NGZ9X99XF
 Mission 6: DHRX8OV83

THE IMMORTAL - NES

Another set of codes, this time for levels 2 to 7 in The Immortal.

Level 2: SVYYX10006Y90
 Level 3: 5SST121000X10
 Level 4: TT85X731001X60
 Level 5: 845YV41002X60
 Level 6: 650V610005Y0
 Level 7: YT7Y7710038Y0

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KC's Computers, 3 High Street, Loughborough LE11 1PY. Tel: 0509 211799.

**GAME: HIT THE ICE
MACHINE: PC ENGINE
PRICE: £35.00
SUPPLIER: CONSOLE
CONCEPTS**

Ice Hockey is the noblest of sports for the violence monger, with loads of grown men skating round an ice rink hitting each other, and occasionally a puck, with a large stick. The sport has been attempted many times on computer, the latest is Hit the Ice.

Basically Ice Hockey is like football on ice with a bit of added violence. The aim is to outwit the other team and get the puck past the goalkeeper more times than they do to you.

The winner is the team that has scored the most at the final hooter. If the



outcome is a draw then there is a sudden death competition where the first team to score wins.

Hit the Ice is a very violent version of the sport, with three players on each team. You control one of the two attackers' movements. All hits and passes are also controlled by you.

When you lose possession you are allowed to regain it in any way you see fit. If this means the other player is going to spin across the ice, then so be it.

Graphically this has taken the cartoon style and looks very impressive, humorous and realistic at the same time. The overall look of the game is of a really high standard and makes playing it all the more worthwhile.

Most of the time you'll find yourself experimenting as you try to find new ways of tackling the opposition.

I can't remember having ever seen an ice hockey game quite this good, except maybe EA Hockey on the Mega Drive.

If you're looking for a funny but addictive sports game, then look no further, this one should be added to your collection immediately.

X-RATING: XXXXX

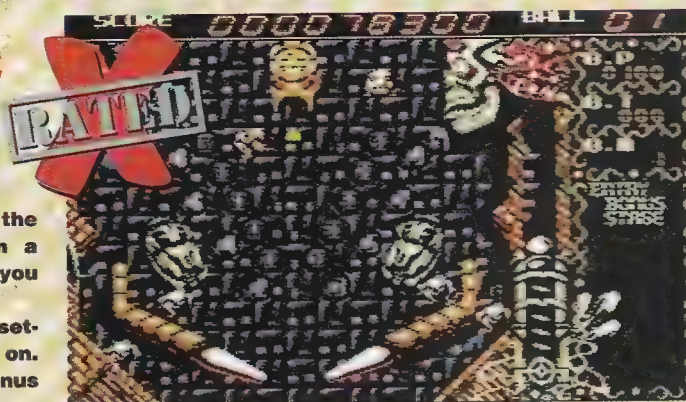
**Gameplay: 16/20
Lastability: 16/20
Presentation: 17/20**

**GAME: DEVIL CRASH
MACHINE: MEGA DRIVE
PRICE: £34.00
SUPPLIER: CONSOLE
CONCEPTS**

Take a normal pinball game, add the type of aliens usually found in a spacey shoot'em-up and what do you get? Devil Crash, that's what!

Here we have a standard pinball set-up, flippers, bonus pockets and so on. Occasionally the ball will enter a bonus pocket and screen, where you are required to destroy all sorts of aliens and deadly beings.

The actual table consists of three main sections, roughly one screen in size. Each section has a set of flippers at the bottom and therefore you really have three



Graphically the game is very detailed with some excellently presented aliens and creatures. The table also looks very good and the ball moves realistically over the various backdrops.

As pinball games go, this is the best I've seen. Coupled with the shoot'em-up element it heralds as one of the best games I've played for a long time on any machine.

chances to stop the ball before you lose one of your lives.

As in real life, the table is covered in many things that, when hit, will add a sizeable amount of points to your already immense scoreline. There is also an option to tilt the table should the ball get stuck in any awkward position.

The many bonus screens require you to severely damage some interesting and well drawn nasty while trying desperately to keep the ball in play. Should you succeed, the ball will be returned to the table and the action continues.

Completion of all the bonus stages should result in you moving onto the next table.



X-RATING: XXXXX

**Gameplay: 15/20
Lastability: 16/20
Presentation: 16/20**

WORK IN PROGRESS

GAME: TOP RACER MACHINE: FAMICOM

Move over F-Zero, here comes Top Racer, set to ram other racing games right off the road. Using state-of-the-art graphics Top Racer brings you a fast 'n' furious track racing game where you, as a driver of one of the many saloon cars featured, will have to beat the fierce competitors to the finish line.

Appearing on the Super Famicom, Top Racer is being developed by racing superno, Gremlin Graphics, which has had smash hits with classics like Toyota Rally and Lotus Esprit Turbo Challenge.



This offering is loosely based around the latter of these, and is a one or two-player game where the drivers compete against 18 computer controlled cars across 32 tracks which themselves are set across eight countries of the world.

The player has a choice of four cars in which to race. The vehicles will have different acceleration rates, varying top speeds, better or worse handling capabilities, and each will consume fuel at differing speeds.

Top Racer will include three levels of racing difficulty; amateur, normal and professional. Starting at the easiest

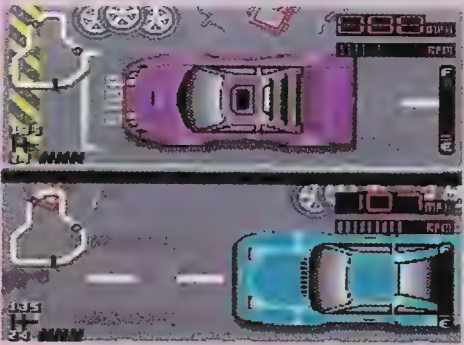
setting the other cars will be fairly simple to beat, but later



on they will cling to the corner when motoring at speeds of over 200 mph!

The tracks are mostly tarmac, although many of them feature desert and ice sections. Not only are these graphically impressive but they also effect the handling of the car too.

Another feature included is night racing when your only vision aid is your headlights. On top of this the track often



changes rapidly from three lanes to as many as seven.

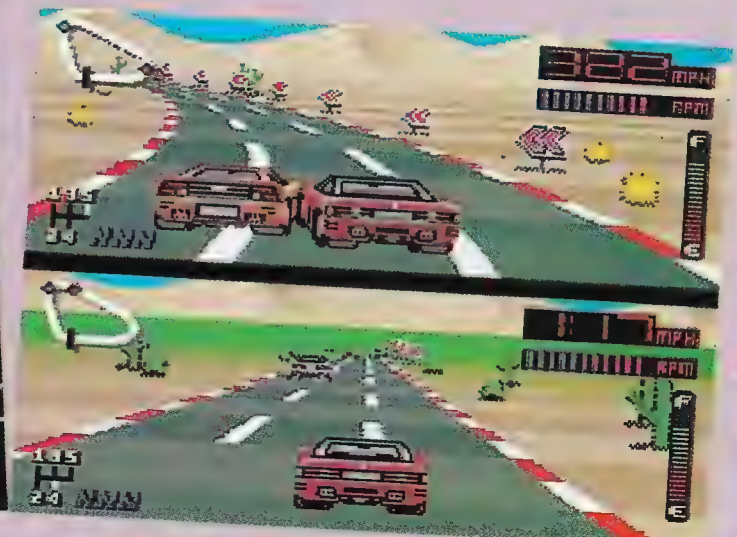
Obstacles litter the sides of the road and objects such as rocks, trees and boards will bring your car to a sudden halt if rammed.

The road rapidly changes from surface to surface, one minute grey tarmac, the next the plain desert, then under a series of tunnels.

The controls are simple, with button X operating the accelerator, Y controlling the brake and A igniting one of the three nitros you are equipped with at the start of each race.

The five gears are operated by tapping the Left and Right buttons on the top of the controller, Left for shifting down and Right to move up.

The winner is the first person to complete the set amount of laps. If you drop below fifth place when you pass the finish line your game is over.



**GAME: TOEJAM & EARL
MACHINE: MEGA DRIVE
PRICE: £38.00
SUPPLIER: CONSOLE
CONCEPTS**



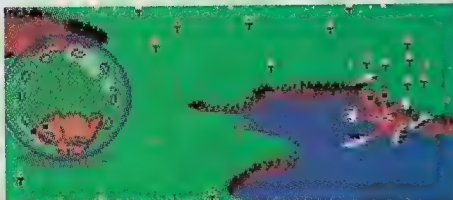
Earl is jammin' with his super Hi-tops, but wait a minute. Visit that wizard over there and he'll top up your energy for a mere buck



ToeJam and Earl are two of the funkiest aliens to ever appear from the planet Funkotron but boy, have they had a bogus time of late.

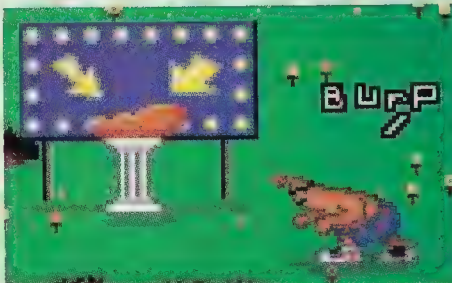
They were tripping across the Super Novas of their home galaxy when they came across a small problem. Well, a large planet actually!

Earl decided to drive straight towards this huge lump of rock and now their ship has been smashed to pieces. There is a chance that the hip duo can salvage the wreckage, but they must find the parts first!



ToeJam & Earl is a game for either one or two players. ToeJam is the three-legged Funkotron while Earl is the overweight alien.

They will readily tell you their story, but that takes time and to be frank you don't have much of that on your hands. To put it simply, you must guide the pair around a plethora of changing landscapes in search of the precious ship's parts.



You are blessed with three lives, each divided into an energy bar. Power is lost when you come into contact with the strange beings, namely Earthlings, that roam the intricate stages.

You can fight back, but to do this you must first find the weapon with which to do so. This is either a slingshot or a supply of tomatoes which you can lob at the bogus dudes.



The weaponry is found, along with a selection of other gear, in presents which can be picked up by walking over them. Because they are wrapped you do not know what goodies you will find inside until you open them.



Items range from a pair of rocket skates which, when worn, propel ToeJam or Earl around the screen at high speed, to an inflatable replica of one of the duo which is used to decoy the Earthlings away.

Using the D-pad for movement, button A will make ToeJam and Earl sneak along along on tip-toe so they don't disturb any sleeping enemies, while tapping C will show a map of the area already explored.

Pressing B will bring up the inventory list, detailing how many presents they are carrying. A further tap of A will unwrap the present and use whatever's inside, either good or bad.

The ship has been smashed into 10 pieces, but not every level hides a part. At the beginning of each stage you will be told whether you must find a piece.

If that is the case you have to explore the entire level in search of the precious object (surrounded by flashing lights and arrows!), then exit via the elevator. You can also search every nook and cranny for new and exciting

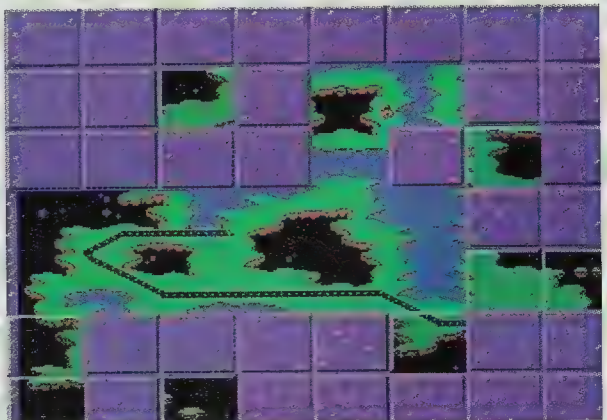
presents. Not only must you battle your way through each world to find the part of your ship, but it is also vital to make sure your 'cool' status is high.

Considering you are two of the hippest ETs to rocket through space, you must make sure that you rate higher than a dufus as you aim to become the ultimate Funklord!

ToeJam & Earl is an excellently presented humorous arcade adventure set in a totally weird galaxy. The game may seem complex to begin with, but you soon realise that controlling the dynamic duo couldn't be easier.

The game features a unique level design system which creates a new world every time you play, therefore presenting a brand-new challenge in every game.

This obviously makes the lasting appeal high, and combined with the slick graphics, ear shattering sound and the easy gameplay, the result is an excellent release from Sega.



X-RATING: XXXXX!

**Gameplay: 16/20
Lastability: 18/20
Presentation: 17/20**

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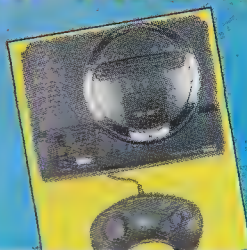


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THIS WEEK WAS THE FIRST OF OUR PACMANIA CHALLENGES DOWN IN EXOTIC BANBURY...

STREET TALK

PACMANIA CHALLENGE



Next week look out for us at Microbyte in the Meadow Hall Centre, Sheffield. The following week the challenge will take place at the Sega Shop in Erwell.

The Pacmaniacs shown below achieved the highest scores this week, but can you do better?

David Cooks (14) (Challenge Winner)

1st - I feel great about winning which can only be brought down to luck since it is only the second time I've played it. I'm just stunned at the fact that no one could beat my score!

I already own a Mega Drive but it looks like I have a chance of getting another. My favourite game is Spider Man which I think is really good fun to play. When I'm not playing games I like to watch videos and play sports, mainly football.



Neil Foster (15) (2nd Place)

2nd - I'm not really all that disappointed at not winning. It's only a game and, after all, I have this lovely T-shirt to wear now. I just wasn't good enough on the day.

I own a Mega Drive and my fave game is the excellent Super Hang On. I like the feeling of speed it gives out.

When I'm not gaming I like to go down into town, watch TV, and generally hang about. I'm not really into music, it doesn't appeal to me.



Jonathon Cook (13) (3rd Place)

3rd - I've not played Pacmania before today and therefore I could say I was rather lucky although I did have a couple of practices earlier.

I own a Sega Master System and a Spectrum. I don't like anything on the latter because the games are all rubbish. On the Master System I like Psycho Fox.

When I'm not playing games I like to go into town, play golf or go fishing. My favourite MacDonald's meal is Big Mac, large strawberry milk shake and regular fries.



Daniel Mason (15)

Most of the games I've played are good on the Mega Drive, the machine I own. I think that Super Monaco GP and Sonic the Hedgehog are ace to play. In my spare time I watch videos, go to the cinema, go skating and play on the Mega Drive.

As for the Pacmania challenge, I'm only here to watch for I already own a Mega Drive and there's no point in trying to win another one now is there. Musicwise I like Public Enemy and I also like a lot of Heavy Metal.



John Summers (15)

On my Atari ST I like F-19 Stealth Fighter, without a doubt the best flight sim I've played. I'm just browsing at the moment and I don't really know what I'm going to buy, if anything. I only moved down to Banbury a few days ago.

I quite enjoy playing rugby (what a good lad - Fungus) although I do also dabble a bit in football. I'm not here for Pacmania, I didn't even know it was on today.



Stephen Herlet (14)

I own a Sega Mega Drive and my favourite game is Streets Of Rage. I'm not interested in upgrading to an Amiga but I might get a CD Rom when they come out.

I came because of the Pacmania challenge and I'm going to give it a try. I don't think I'll do all that well since I've never played the game before, but I'll give it my best shot anyway. When I'm not on my computer I play a lot of sports like badminton and tennis



Wayne Hawkins (13)

California Games is my favourite game. I own a Commodore 64 which I am very happy with. I prefer sports games to any other type on the computer although shoot'em-ups aren't bad either.

When I'm not playing on my computer I enjoy a bit of football, tennis and golf. A bit of an all-rounder you see! All other time is spent at school or on the computer. While I'm here I might as well have a go at Pacmania.

Mark Derbyshire (12)

My favourite type of games are those which involve fighting, like Shinobi and Final Fight, mainly because I like a little violence. I own the latest Atari ST, the STe.

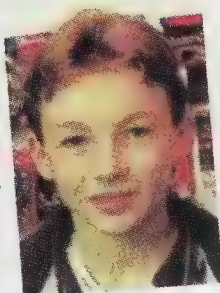
I also rate rugby as a good game. I think the World Cup is going well and I like to watch it on TV. I hope England wins. I also play football and take part in out of school activities. I'll probably have a go at the Pacmania challenge but I don't think I'll do all that well.



David Fish (12)

The machine I own is an Amstrad CPC 464 and my favourite game is called Striker. I'm going to buy California Games cos it is so good on my friend's C64. Give Pacmania a try? Why not!

I play football for an under 13s team as well as playing golf and tennis. I find all sports really good fun to take part in and I'm game for just about anything.



SHOP TALK

Paul Bishop (Buyer for Soft Spot Group)

We think it's going to be a console Christmas, you know, Mega Drives, Master Systems and hand helds. We've dropped Nintendo cos it wasn't doing that well.

As far as software goes, a lot has come out earlier this year. Titles like Terminator 2, Jimmy White and Final Fight would usually have been left until Christmas whereas they are all out now and selling well.

The Pacmania challenge has been a great success. We had a load of kids in this morning, sending me almost barmy. We had about 30 entrants. Many congratulations to the winners.



The ones that sold the most

- 1 Final Fight
- 2 Magic Pockets
- 3 Sonic the Hedgehog
- 4 Jimmy White Snooker
- 5 Terminator 2
- 6 Return to Europe
- 7 Wing Commander 2
- 8 Flames of Freedom
- 9 Mickey Mouse
- 10 Magnetic Scrolls



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Tecmagik's Master System conversion of the recent 3D Pacmania Coin-Op includes **Level Select**, **Continue Play** and the new **Bounce** feature. **Plus 4** secret levels not even available on the original arcade version.

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*Attention
all Pacmaniacs
- I'm back, let's
party*

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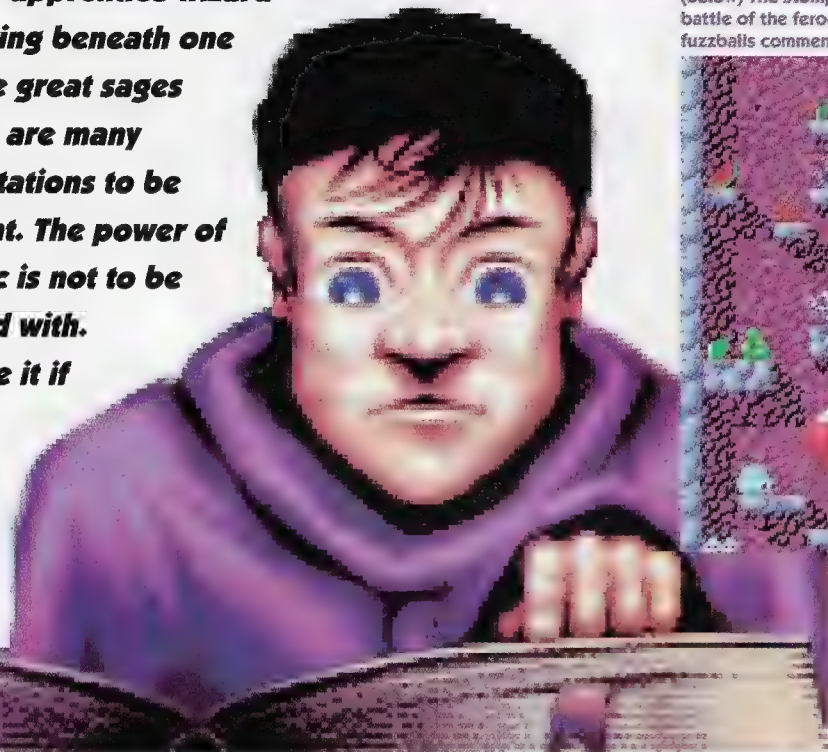
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Screenshots from SEGA™ Master System

Sneaky Peek

FUZZBALL

As an apprentice wizard studying beneath one of the great sages there are many temptations to be fought. The power of magic is not to be trifled with. Abuse it if you dare.



(Below) The stomping battle of the ferocious fuzzballs commences



One quiet evening after the great wizard has had his Horlicks and gone to bed, you quietly and nervously creep into his study and examine the strange and mysterious scrawl contained within his powerful spell book.

Reading the first incantation you see out loud, you direct whatever it is you're doing towards a large box of those fluffy things that people stick on phones. (Why the wizard has a box of such items is obviously something only known to mystics of a higher order).

Pazaam! (or some other such magic type word). The fuzzies instantly come to life, crawl out of the box and begin to dash around the house causing havoc! Oh no! What can you do?

Hearing all the racket, old wizardly chops comes storming down the rickety stairs in his nightgown and floppy hat in a complete rage.

"What the @\$*# are you playing at young man?" cryeth he, "there's bloomin 'orrible little fluffy cretins crawling about all

over the place!" To this statement of the obvious all you can muster is a blush and a wry smile...

"Right then, just for that", he yelled, "I'm going to turn you into a fuzzball and make you round 'em all up! That'll teach you. Ha!

"But just to make things worse I'm going to make it seem like you're jumping around in a computer platforms and ladders game!" Oh no! Not that, please! Anything but that...

So here you are in the first level, gently bouncing up and down in a room filled with some quite vicious looking fuzzballs. What are you to do?

Jumping around all the different platforms seems like a good idea, and you find that if you really strain yourself you can shoot little sparks of magic.

PAZAAM!

Nipping up to the first meanie you blast away and find that he soon turns into a tiny little ball. Now you can go and stomp on him to get rid of him for good!

All that's left to do now is go through 50 levels of this, stomping on all the meanies you find and picking up bits of fruit or cans of drink along the way.

You better watch out though. If you don't stomp on the bad guys they'll puff back out into more vicious and intelligent meanies which will chase you around making your life thoroughly difficult.

Fuzzball is set to be the next release for the C64 and the Amiga from System 3. You can expect this fuzzy mayhem to hit your screens in November and it will be a little cheaper than your average full priced game.



(Above) A full moon can play havoc on your curiosity. With the Master snuggled in bed, you turn to his spells...

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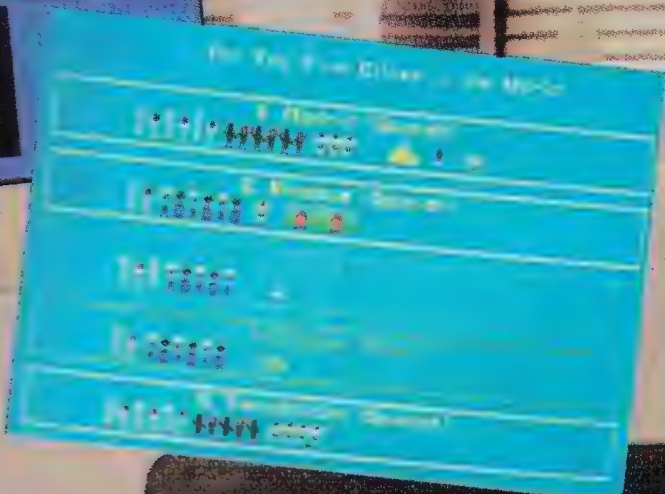
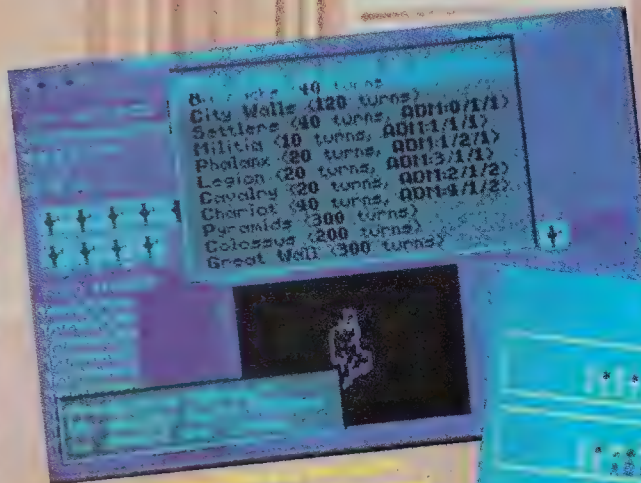
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Sneak CIVILIZATION

There are more planets in the universe than there are grains of sands on all the pearly white beaches all over the world. Our particular grain has had its ups and downs, its rough-and-tumbles, but we've come a long way in our evolution. Jason Spiller reports back on Microprose's game, Civilization.



Microprose's Civilization is a game that has taken the world by storm. It's a game that has been played by millions of people, and it's a game that has inspired a whole new generation of strategy games. It's a game that has been praised for its depth, its complexity, and its ability to keep you entertained for hours on end.

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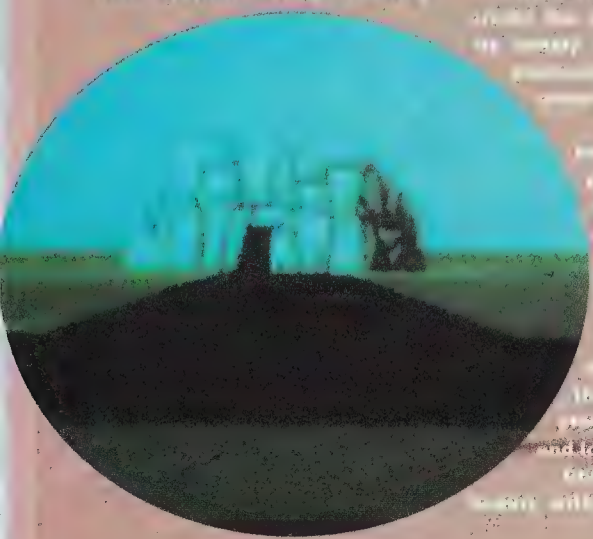
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Peek ZATION



You search the surrounding land for a suitable place to start building the city. The screen graphically presents different environments such as forests, lush arable land, jungle, desert, tundra and even mountains.

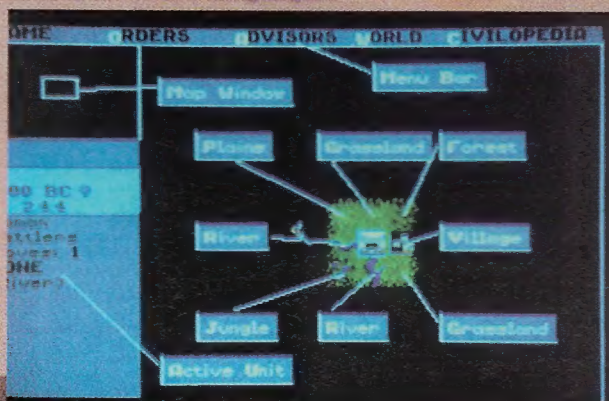
PITH HELMETS OR TWEED CAPS

Deciding where you want your settlement to begin depends on whether you want a population of, for example, explorers, farmers or miners.

If your people are to become explorers your best bet is to build the city near the coast, but if you want to farm the land or hunt for game the options are available in arable land, forests and tundra.

Even in the desert you may progress to become wealthy with caravans of camels shipping riches across the sands to trade with other tribes.

Once the settlement is established you look at the city's resources and set exploration teams to discover the coal in the hills, the fish in the ocean, or



Ooh arrh! A reet good farmer's life for me! Got me a river, a nice bit of grassland - the spuds should come up a treat

game in the forest. Progressing through the epochs, each discovery and invention is noted in a so-called 'Civilopedia'.

At the risk of sounding like an Encyclopaedia Britannica salesman, it becomes an oracle of knowledge and information.

BRIGHT SPARK!

The quest for knowledge goes hand in hand with progress. Knowledge is shown as light bulbs and you can direct scientists to discover a cure or a source of fuel.

This requires a vast

investment of research as well as building up a library and university of knowledge.

To mark your progression through time you must make a number of important discoveries.

These are depicted as world wonders, inventions or cures for disease. There's even a solution to global warming to be found!

Advances uncover seven wonders in each of the three epochs. In Antiquity it could be the invention of lighthouses to help seafarers.

in the Middle Ages the bronze statue of Colossus to

explorers and later in that age, Newton's and Darwin's theories.

Physical marks are equally important, including Bach's cathedral, Michelangelo's Cistine chapel ceiling and Shakespearian theatre.

Entering the industrial era, evolution accelerates quicker than ever before, leaving you to command the Apollo missions.

Alternatively you could discover a cure for cancer and construct such buildings as the Hoover Dam, highways and the Manhattan project and Seattle program. Finally, there is the search for Extra Terrestials.

A massive and exciting game, Civilization is an idea which many have dreamed of designing, but considered impossible. Microprose aims to show it can be done.

Priced at £39.99 on PC, it will be released in early '92. Other 16-bit versions will follow.

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This is where you can make some cash and give other readers a chance for a bargain by advertising any bits and bobs, consoles, computers, etc. that you don't need or want any more.

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 We're still seriously lacking much in the way of visual entertainment here on the old letters page. Nothing sets a letter off better than a piccy of your good self. So, please send a photo along with your letter to: **X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

X-IT

DID YOU HEAR THE ONE...

Recently I have been badgering my parents about getting an Amiga 500. After a month of annoyance they have (sort of) agreed to get me the computer. Now I want to get the Cartoon Classics pack and I was wondering...

1. Do I need to buy a 500K upgrade to extend my memory to 1 Mb or is it included in the Cartoon Classics pack.
2. Is a joystick included in the package, and if so what kind is it?
3. Also (don't think I'm stupid) please could you describe briefly what formatting a disk means and (if possible) how do you do it?

I've been reading GX for two weeks now and already think it's the cheapest and most extra special cool mag available. Oh, by the way, compared to Amigas, Mega Drives are Lada quality.

Robbie Edmonstone, Jordonhill, Glasgow.

1. The upgrade is included.
2. No.
3. The disks you buy are not formatted so that they can be bought for use on any machine. When a disk is formatted a certain configuration is created on the magnetic disk which allows your machine

to store info and read from the disk.

- Insert your Workbench disk.
 - When this is loaded remove it and insert the disk to be formatted.
 - Click on the disk icon using the left-hand mouse button.
 - Go to the menu at the top of the screen and use the right mouse button to pull down the disk menu option.
 - Click on initialise with the left mouse button.
 - Follow the on-screen instructions.
- You'll get a more detailed account of this in the manual received with the game.



I'm writing to complain about a comment made in Games-X issue 25.

The article was entitled 'What Games Machine?' The article was fine until it came to the low-down on Sega's Mega Drive and its abundance of software titles, and quote "with the increasing number of cartridge rental places, you may never get tied down with a bogie."

This may seem like an innocent comment but, the fact of the matter (as I'm sure you're all quite aware), is that the rental places are operating their cartridge hire schemes illegally.

I find it difficult to believe that Games-X is endorsing such a thing, and that, in fact, the comment was merely an accident. But don't you think it would be a good idea to set the record straight with your readers, who I assume are in the 13-18 age bracket.

Don't get me wrong, I'm not against the rental schemes. Personally, I think that the renting of cartridges is a good idea. The advantage for the dealer is the same as renting a video, except a cartridge cannot be pirated.

The advantage to the customers is that they can see whether they like the game before they buy it, and they've also got access to a great deal of software, which in my opinion is a tad expensive, and beyond the reach of many a child's pocket money.

The problem though, lies with the manufacturer, be it Nintendo or Sega. At the moment they are losing out.

OK, so they are huge companies, with assets probably reaching into the millions, but they still have to look after many smaller companies/ programming teams who get paid on a royalties basis.

Now if a dealer decides on renting the software, once they have paid off the initial cost of the cartridge all of the profits go to them. This to me is unfair and is precisely why Sega is against it.

As of 1st October, any dealers caught doing any kind of rental schemes with Sega's merchandise will be duly prosecuted.

Just to bring this argument up to date, without naming any names, a certain large chain of video stores, after having Sega on their backs, have bowed down to their demands and have begun to sell instead of rent the software.

Just as a final point, how does Sega, and Nintendo as well, deal with this sort of problem if indeed there is one in the US, Japan and the rest of Europe?

J Peterson, Offerton, Cheshire.

OK, it's a fair cop! We shouldn't have printed the comment and as such would like to put the record straight. It has always been illegal to hire out Sega games, but from October 1st 1991 a clamp-down on rental began.

This is a very controversial subject with many people holding very strong views. I personally feel that rental is the best way for someone to decide on which games to buy.

I agree with Mr Peterson in thinking that the asking price for software is very high and it is a good idea to try out a game before making a purchase.

Despite my own opinions it does not detract from the fact that the practice is and always has been illegal in Europe, Japan and the States.



I am a fan of your mag. Ever since it came to our local shop I have bought a copy because you give info about games before any other mag does.

Well to the point, you see I am a Trekkie (unfortunate person - Doc) and in last week's mag there was a piece on Star Trek. I would like to ask some questions about it.

1. How, when and where will I be notified of the release date of the Amiga version of Star Trek?

2. Are the sound effects as good on the Amiga as they are on the PC? ie Will it have the 'SHHKKK' of the elevator door and the 'DONNG DONNG' of the heartbeat noises etc?

3. Roughly how much will it be?

4. Why is Games-X the best mag around?

Dara Keogh, Galway, Ireland.

1. Spring '92

2. Yes, apart from the voice sim which is

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- 3. The price isn't confirmed as yet.
- 4. Because I work for it - Doc. Get off my page - Unc.

CLOSET SKELETONS

I've recently pocketed £100 and I don't know whether to buy an Atari Lynx or a Game Gear. If you were me which one would you buy?

Could you please tell me who Caroline Machin is and why she's so popular in your mag? Please could you give me Console Concepts' full address. PS Your mag is absolutely marvellous!
Kevin Grealey, West Croydon, Surrey.

Difficult question this one. Both machines come out more or less on a level pegging. However, because we've had so much software for the Lynx in the office recently that has to be the fave hand held with the GX team - at the moment that is. However, as soon as the Game Gear carts arrive who knows which will come out on top.

Oh, not not C***** M**** again! We happened to bump into her on a Street Talk and haven't been able to forget it!

THAT GOOD-EN?

Games-X is the best mag in the universe and knowing your immense knowledge I would like to ask you some questions.

- 1. Is F-117A coming out on the ST? If so when?
 - 2. Will it be better than F19?
 - 3. Has Street Talk been to Tim's Megastore in Macclesfield?
 - 4. Why is the Neo Geo such a rip-off?
- And now for something completely different...
- 5. Will Lemmings II or a level creator be coming out for the Atari ST?

Please answer my questions. I mean I do come from the same town as the best mag in the universe (hmm, that seems to ring a bell - Unc).

Thomas Rance, Macclesfield, Cheshire.

- 1. It's only going to be released on the PC.

2. Well I'd suggest that you go out and buy yourself a PC because F-117A is by far the superior game.

- 3. Yep, you missed it. But we may return.
- 4. The Neo Geo is the machine at the height of new technology and has no competitors at the mo. This all adds up to a high price. Given time these parameters will change and the machine will be within the reach of the masses.
- 5. Lemmings II will be out in the first half of '92, but just to keep you going extra levels will be available before the end of the year.

TEAM TALK

John has very sensibly decided not to emulate Scoop and is spending his week's hols away from the office and not in it.



Meanwhile, Feargus has barely been able to contain his excitement at the arrival of Rugby The World Cup, which he can be found playing at every opportunity, especially when he should be subbing some console pages or something.



In the latest example of strange behaviour in the Art Dept, Fiona has built a little house on her desk. No 28, Just Below Fiona's Screen, is currently occupied by Barry Grant. She says he killed Sue and Danny and the police have already been round to question him. (I worry about Fiona - Ed).

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 Production Manager: Carolyn Wood
 Ad Consultant: Rita Keane
 Mktng Consultant: Michael Meakin

Games-X original concept and design by Hugh Gollner

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SPACE MUTANTS™ ARE INVADING SPRINGFIELD!



MATT GROENING

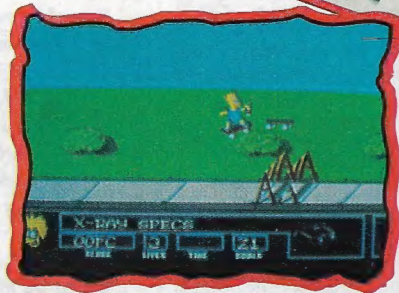
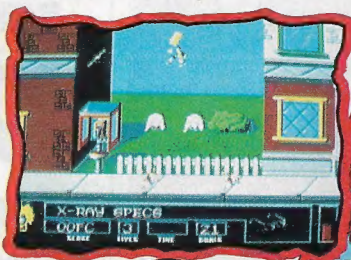
That's right man!
A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PRETTY COOL HUH?

Anyway, yours truly is the only one who can see 'em!
I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man. Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

BUY THIS GAME!
Thanks man.



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